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NO. 123

WARGAMES

SOLDIERS & STRATEGY MAGAZINE

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REDCOATS TAKE BRITAIN — NEXT THE WORLD!

THE ENGLISH ARMY'S RISE TO PROMINENCE (1642–1720)

A brief introduction to early-modern English armies // Charles' last chance
Walcourt tests Marlborough's mettle // A small skirmish at Bad Wimpfen

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How to reinvent your old scenarios

Bingforce's secret mission to thwart the Germans on D-Day

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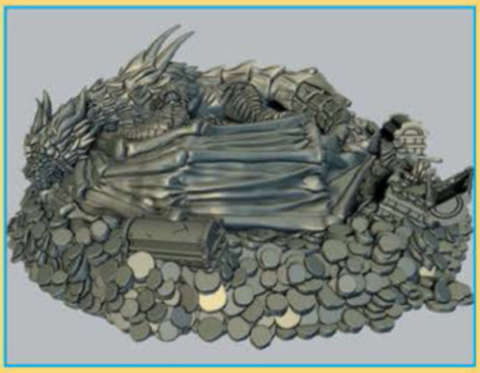

We're excited to announce the launch of the first phase of a new endeavour for us: producing high detail miniatures as 3D files and prints! We have partnered with MyMiniFactory.com to offer 3D files for sale and also make them available through a monthly subscription service!

Each month we will be releasing a mix of full multi-part figure sets, conversion sets for our existing plastics, characters, vehicles, and terrain! We will have something for all 11 of our ranges each month as well: a massive collection of new models each and every month! And soon we will offer the same models as physical prints.

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facebook.com/wargamesatlantic

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VISIT US AT WWW.WARGAMESATLANTIC.COM

WARGAMES
SOLDIERS & STRATEGY MAGAZINE

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Editorial

© Georgie Harman

> ***"A foot soldier is commonly a man, who for the sake of wearing a sword and the honour of being term'd a gentleman, is coaxed from a handicraft trade, whereby he might live comfortably, to bear arms for his King and Country ... He is generally beloved of two sorts of companion, in whores and lice, for both these vermin are great admirers of a scarlet coat."***
>
> **— The Spy *(a London broadsheet, circa 1700)***

In 1813, after a spate of looting in the army, the Duke of Wellington famously accused his men as being the "mere scum of the earth". On another occasion he also stated that he did not know what effect his soldiers would have on the enemy, but by God he was afraid of them. The famous historian Richard Holmes said something similar: speaking of the men under his command, he said he was more than a little afraid and intimidated by them – the men being a fusion between heroes and football hooligans.

Redcoats were often drawn from the lower ranks of society and, in the seventeenth and eighteenth centuries, typically served under the command of a second son of the nobility. Like his modern-day counterpart, the Redcoat had to survive using his training, his resilience, and, perhaps, by acquiring supplies 'by other than official means'.

Often hundreds or thousands of miles away from home, what the Redcoat lacked in elan he made up for in stubbornness and skill. He learnt to adapt to his environment and learn skills from his allies. Hopefully this issue will shed some light on the origins of the English, then British, Redcoat and the battles he fought in.

In our next issue, we look at the wars on the territory of what is now Belgium, from its origins as the Belgae tribe through to the Second World War.

MORE ONLINE
You can find larger versions of all the maps in this issue on our website: https://bit.ly/3QdxpWD

— Guy Bowers

Guy J Bowers

editor@wssmagazine.com

Now available online:

THE BATTLE OF BOVEY HEATH

Oliver Cromwell personally leads his New Model army on a surprise attack against a Royalist encampment. (https://www.wssmagazine.com/wss123_extra)

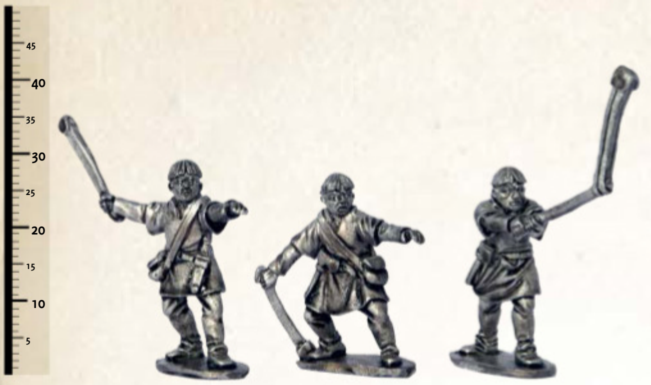
And coming in the next issue:

THE COCKPIT OF EUROPE

In the next issue we explore wars and campaigns fought in Belgium. From antiquity right through to World War II, this small country's territory has been the site of frequent conflict.

MINIATURE REVIEWS

A look at some of the newest miniatures, terrain pieces, and more from across the wargaming world.

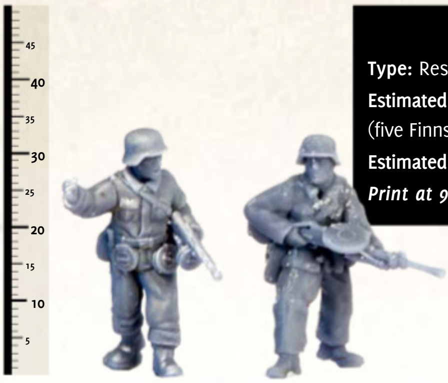


Norman slingers

Company: Conquest Games
Size: 27mm 'foot to eye' or 29mm tall
Era: Dark Ages/early medieval
Price: £12.00 for six slingers

www.conquest-games.co.uk

Conquest Games has released a set of six Norman slingers and staff slings. Conquest's existing Norman range covers both mounted and dismounted Normans in plastic and metal, metal archers, Bretons, characters, and crossbows. Most wargamers associate Normans with the crossbow, although the Bayeux Tapestry shows Norman bows and the odd slinger. While the sling was a simple peasant weapon, it would have been used by Normans and crusading commoners alike. Staff slings in particular were used in siege warfare. The set consists of four slingers and two staff slingers. They all wear tunic and trousers; it is only their monk-like 'pudding bowl' haircuts that make them stand out as specifically Norman. The models are well cast – I only spotted one mould line on a small part of one of the miniatures, which is impressive. These would do well as part of a Norman army, a peasant army, or crusading pilgrims off to the Holy Land.



3-D PRINTED

Type: Resin
Estimated print time:
(five Finns): 1 hr 26 mins
Estimated resin use: 7.8 g
Print at 90% to get 28mm

Summer Finnish soldiers

Company: Just Some Miniatures
Size: 30mm 'foot to eye' or 34mm tall
Era: World War II
Price: $35.00 for STL (one section, command, and two support weapons)

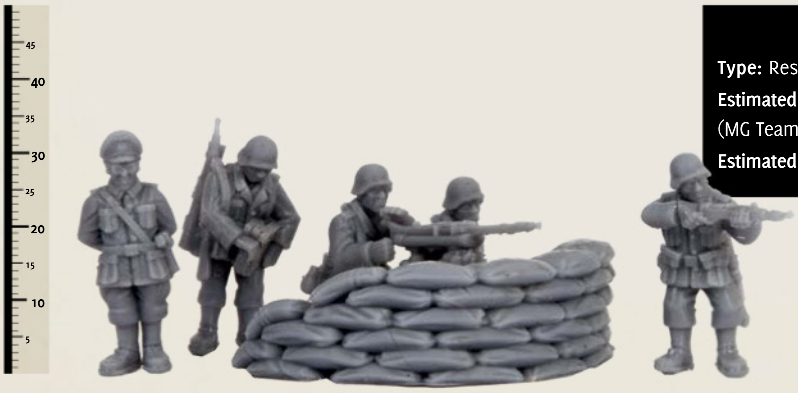
www.wargaming3d.com

Just Some Miniatures specializes in 3D STLs for 28mm World War Two miniatures (although any STL can be resized to other scales). Its current range includes Finns and Soviets for the Winter War, plus some Volkssturm and Polish Uprising Army. The latest release is Finns in summer uniform for the Continuation War (1941–1944), where Finland allied with Germany in order to regain the territory Finland lost in the Winter War. The set provides a full squad of ten Finns in summer uniform, a five-man command squad (with two officers and three scouts), and two support weapons (a Maxim machine gun and a 37mm Bofors with crew). The miniatures are very finely sculpted with realistic poses. The models print well too. While these could be printed at smaller scales, Just Some Miniatures does specific 15mm models designed to print at smaller scales. These will be welcome additions for any Finnish commander.

1944s German STLs

Company: Trenchworx
Size: Scale 1/56 (28mm) – rescaleable to 20mm or 15mm
28mm 'foot to eye' or 31mm tall
Era: D-Day 1944 (World War II)
Price: $29.95 for the platoon STL (25 figures)

www.trenchworx.com

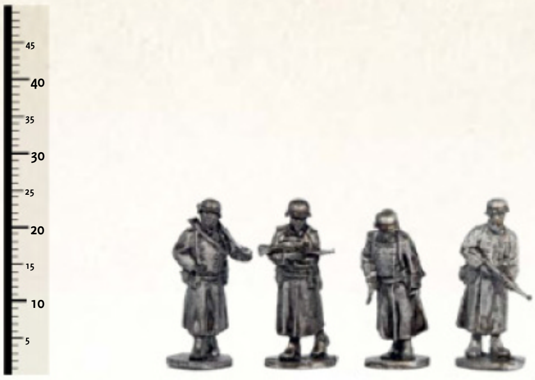


3-D PRINTED

Type: Resin
Estimated print time:
(MG Team): 3 hours
Estimated resin use: 11.4 g

As well as its recent vehicle STLs, Trenchworx has released both US and German infantry for 1944, specifically designed for D-Day. The US bundle consists of a Higgins boat (with full passengers and crew) and US platoon (34 models, including two squads, command, bazookas, flamethrowers, and mortar team) for $79.95. The German bundle (reviewed here) consists of command, two sections, and a machine gun nest, complete with tripod MG 42, crew, and sandbags. All the models come as supported STL files for resin printers, and ours printed out fine without mishap. The models are well detailed, if slightly chunky, but that means the same files will print at any scale from 1/100 upwards. They will also paint up well, I'm sure. Some are multipart, typically with separate weapon, but these fit together very well. Vehicle crews for the US and Germans are also available. A very useful set.

BY GUY BOWERS AND CHRIS KING



Volksgrenadier infantry

Company: MPS Models

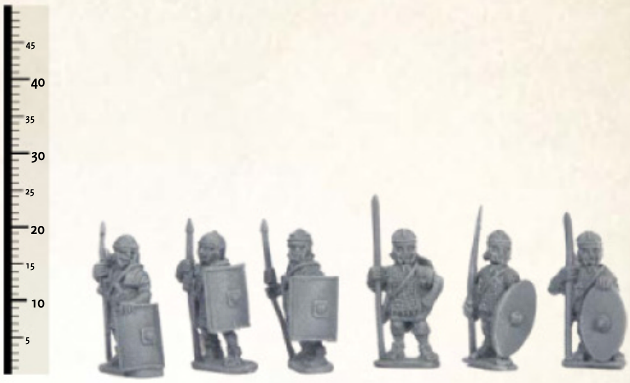
Size: 20mm 'foot to eye' or 22mm tall

Era: World War II

Price: £10.40 for eight miniatures

www.mpsmodels.com

MPS Models is a new company specializing in late World War II models in both 20mm and 28mm. Its current ranges include late-war Volksgrenadiers and Fallschirmjäger, plus 1945 British infantry. The company's 28mm models look like scaled-up versions of its 20mm ones, which is great because they look good. Reviewed here are the Volksgrenadiers in 20mm, which currently consist of one pack advancing and a second pack of tank riders. The Fallschirmjägers consist of two squads and an '88 gun crew. The models are well cast and have good detail. The models are in greatcoats and are armed with a selection of StG 44 assault rifles and Kar 98 rifles. I also like the way they are posed, because they look tired and undisciplined and are not in action poses. It makes the look more real. This is a start of an excellent range of miniatures – we look forward to seeing what's next from MPS Models.



UltraCast imperial Roman infantry and Auxilia

Company: Plastic Soldiers Company

Size: 16mm 'foot to eye' or 18mm tall

Era: Ancient

Price: £13.50 for 32 miniatures

www.theplasticsoldiercompany.co.uk

The Plastic Soldier Company has been releasing extra unit packs to support *Mortem et Gloriam*. Among its latest releases are imperial Roman 'booster' unit packs, each providing 32 additional models. A starter 'Pacto' set is available for imperial Rome consisting of 62 infantry (legionaries and auxilia) and fifteen cavalry for £39.95. The models are from the former Corvus Belli metal range, cast in a flexible plastic resin called UltraCast, which is flexible and gives good detail. Available 'booster' packs include Roman legionaries, Auxilia, armoured archers, Scipio bolt throwers (two per pack for £8.75), and command (six foot and three mounted models for £6.50). The models are well sculpted and the casting has improved, with no mould lines visible. Bases are not provided, and nor are command, which are available separately. These sets are excellent value and provide useful reinforcements for an imperial Roman army.

Berber cavalry

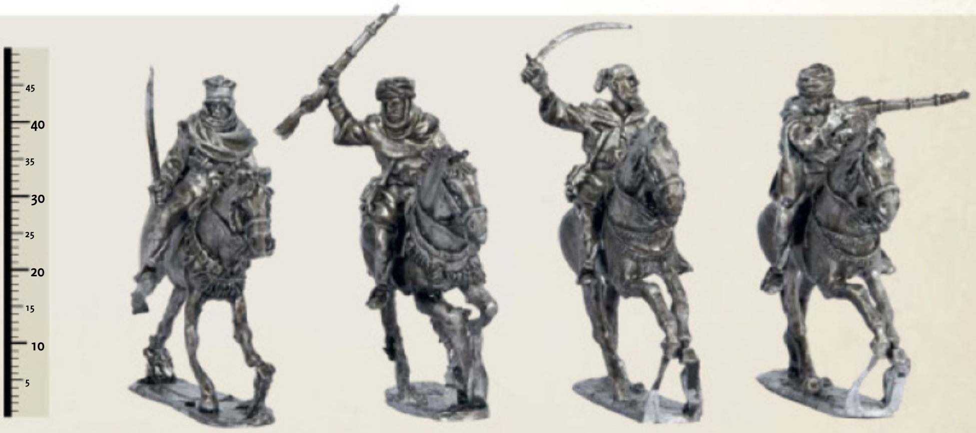
Company: 1898 Miniaturas

Size: 28mm 'foot to eye' or 32mm tall; horses stand 45mm tall

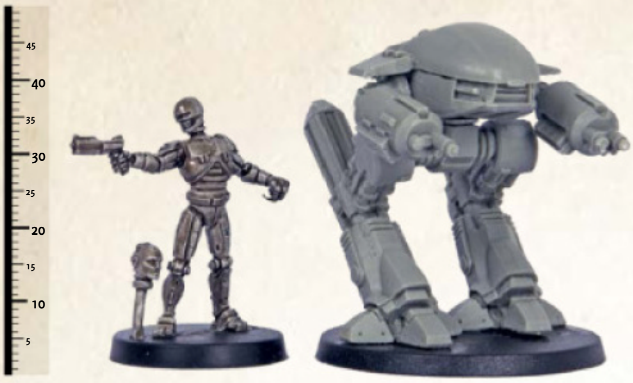
Era: 1900–1925 (French Colonial and Rif War)

Price: €14.01 for three Berber cavalry

www.1898miniaturas.com



About a year ago, 1898 Miniaturas started releasing French Foreign Legion miniatures as part of its "Beau Geste" range. The company has now released mounted Berbers suitable for the period 1900–1925, which will be suitable for the French conquest of Morocco (1907–1937) and the Rif War (1920–26). These models would also make suitable mounted Tuareg or Arabs for other colonial conflicts. There are currently seven packs, each containing three different riders. The Berbers are armed with a mixture of rifles and swords, with different headdresses (turban, keffiyeh headscarf, or bareheaded). There is also a command set, with a standard. As with the Foreign Legion, the sculpting and detailing is simply excellent, with the models being likewise well cast. This is the start of an excellent range – dismounted Berbers are due next. Now all I need is a 28mm Fort Sahara …



Cyborg enforcer and robot

Company: Crooked Dice Games

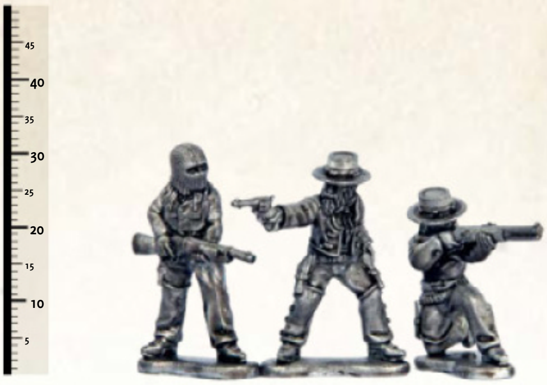
Size: 30mm 'foot to eye' or 33mm tall; robot stands 45mm tall

Era: Near future/Cyberpunk

Price: £5.00 for the enforcer, £14.00 for the robot

www.crooked-dice.co.uk

After the successful Corporate Wars kickstarter, Crooked Dice Games has released a selection of near-future figures, including bodyguards, cyberpunks, enforcers, and street fighters. There are vehicles, and even a 'robot monster', complete with a robot head and gorilla body! Reviewed here are two models, which are the 'future' of law enforcement: robotic cops! Keen-eyed readers will recognize them as a homage to a certain film series … The first is a cyborg, armed with a pistol and attitude: "Dead or alive, you are coming with me!" The second is a large and well-armed military robot – a powerful tool if the software weren't prone to glitches: "You now have fifteen seconds to comply!" Both models are filled with character and are very well cast and detailed. Murphy … err … the cyborg is metal, while Ed the robot is a resin cast. Slotta bases are supplied as standard. These will be ideal additions to future war and Cyberpunk games.



Vaqueros and bank robbers

Company: Black Sheep Miniatures

Size: 27mm 'foot to eye' or 30mm tall

Era: Old West

Price: £10.00 for five infantry

www.blacksheepminiatures.co.uk

¡Ay Gringo, mira este! Black Sheep Miniatures is a new company specializing in cowboy miniatures for the Old West. The new range covers some unusual and cool models, namely two packs of *vaqueros* (Mexican cowboys), two packs of *banditos* (Mexican bandits in sombreros), prospectors (with axes and shovels), and bank robbers (grabbing the loot and making a run for it, guns blazing). Each pack contains five models. The *vaqueros* would certainly be useful for South American adventures as well, probably into the early twentieth century. The models are armed with a variety of six-guns and rifles (including single-shot and repeating rifles). The miniatures are well cast with no mould lines visible. There is only a little cleaning up of vent lines on the base. They have good detail, and judging by the website, they paint up beautifully. Whether you're a *Dead Man's Hand* or *What a Cowboy* aficionado, you'll be needing some of these, Señor!

Spanish guerrillas

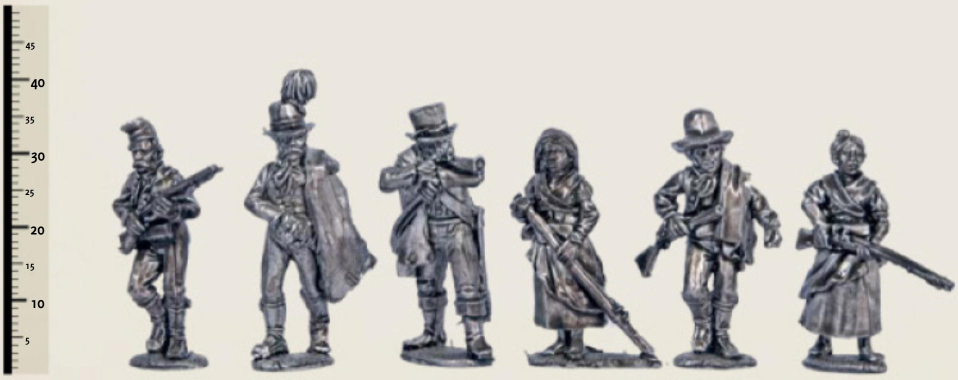
Company: Perry Miniatures

Size: 28mm 'foot to eye' or 34mm in cap

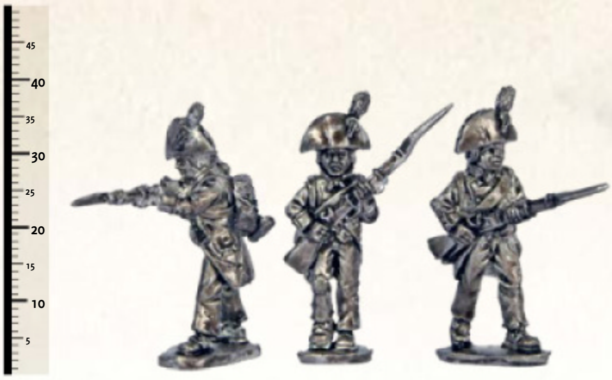
Era: Napoleonic War

Price: £8.00 for six miniatures

www.perry-miniatures.com



After Napoleon 'conquered' Spain, the local people rose up, forming guerrilla bands against the French occupation. Perry Miniatures has now released four packs of miniatures suitable for these fierce fighters for independence. There is a command group with three female guerrillas, a set skirmishing, one advancing, and finally a set with pistols and hand weapons. Each pack contains six figures. The individual miniatures are full of character and have great detail. The mixture of firearms is likewise very irregular, with musketoons and long muskets. The sculpting is excellent as we'd expect from the Perrys. The casting is likewise good with only a little cleaning up on the base. Size-wise these are mid-sized or standard 28mm so should fit with most ranges. This will be a must for Spanish Napoleonic players and could also be used in other periods (Carlist or Triple Alliance), as armed late eighteenth or early nineteenth century civilians, or in other more fantastical settings (such as *The Silver Bayonet*).

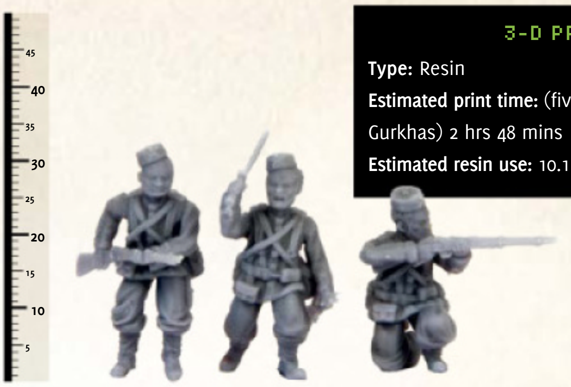


French Revolution infantry

Company: Victorious Miniatures
Size: 28mm 'foot to eye' or 31mm tall
Era: Late eighteenth and early nineteenth century
Price: £6.00 for four miniatures

www.victoriousminiatures.com

Following on from its Revolutionary-era British, Victorious Miniatures has released the first three packs of French infantry for the early French Republic. The early French Republic troops are a very useful army because they fought almost everybody, from counter-revolutionaries (such as the Vendée and monarchists) to invading major national powers (the British, Prussians, and Austrians), and defeated each in turn. The three sets include a pack of French line infantry with a command pack, plus a pack of grenadiers. The models are all well cast and have good detail. The backpacks are separate and have to be glued to the miniatures; each backpack has different detail. Size-wise, these are middle of the range for 28mm and should be compatible with most existing miniature ranges. This is a welcome addition to the Revolutionary period, opening up several interesting campaigns to the wargamer. Hopefully we'll see more French coming from Victorious Miniatures.



3-D PRINTED

Type: Resin
Estimated print time: (five Gurkhas) 2 hrs 48 mins
Estimated resin use: 10.1 g

Victorian Gurkhas

Company: Wargames Atlantic
Size: 28mm 'foot to eye' or 31mm tall
Era: Victorian Colonial
Price: $12.00 for the STL

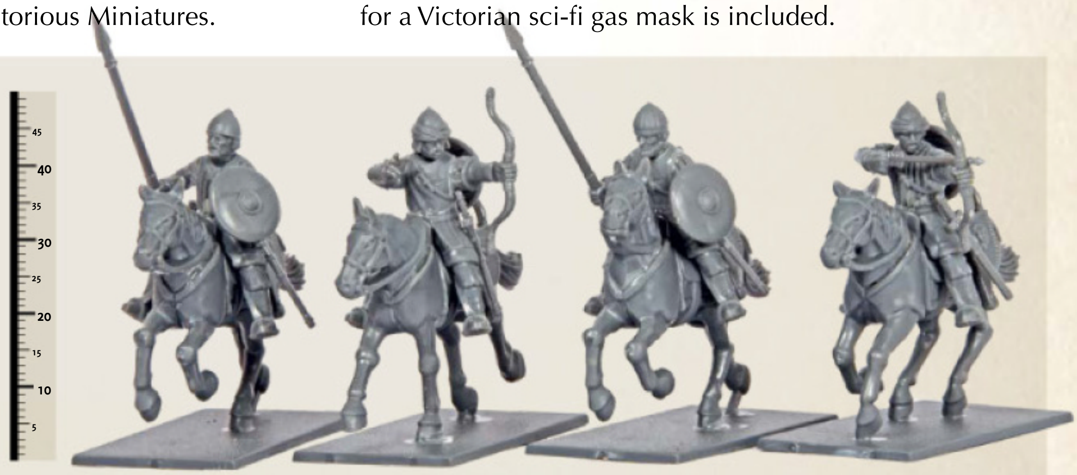
www.myminifactory.com

Wargames Atlantic has diversified from plastics into producing files for 3D printing. This has several advantages for the company: it can produce characters for its existing ranges (such as a Late Roman commander and an Irish chieftain) and add conversion parts for its plastics (such as modern arms to convert its plastic Afghans and Ottoman heads to convert its plastic WW1 Germans). It can also offer unique figures, such as the Victorian-era Gurkhas. The Gurkhas served the Honourable East India Company from 1815 to 1857, when they were adopted into the British Army. They always fought with distinction and gained a reputation of being determined fighters. The models here are for the mid- to late colonial period, being armed with the Martini Henry rifles and their famous kukri knife. The models print well and look excellent. They can be printed as whole models or in parts to be assembled. An option for a Victorian sci-fi gas mask is included.

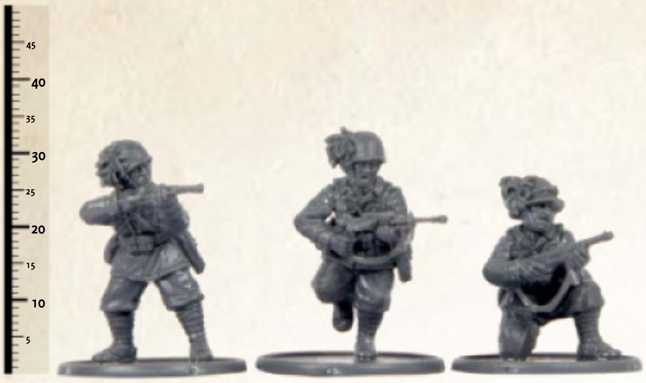
Plastic Turcopoles

Company: Fireforge
Size: 28mm 'foot to eye' or 32mm tall; cavalry stand 48mm tall
Era: Medieval
Price: €28.00 (£24.00) for twelve cavalry

www.fireforge-games.com



Fireforge has recently released Turcopole cavalry to support its Crusaders. The Turcopoles were locally recruited light cavalry that served both the Crusader and Byzantine states. They were recruited from various tribes (both Christian and Muslim) and from the sons of Frankish settlers. Trained in both the lance and the bow, they served as light cavalry (ideal for reconnaissance and raiding) for the Christian forces. The box provides Turcopole horsemen frames and uses the previously released Byzantine horses as mounts (which are very nice and flexible; just ignore the horse barding option as you won't be needing it). Both horse and rider require a little assembly, and the riders can be armed with either lance and shields or bows. The Turcopoles have a choice of eight heads and four torsos, all lightly armoured. More variety could be added by using parts from other Fireforge kits. This will be a boon for Crusader and Byzantine armies and can probably be equally at home in Muslim forces as well.

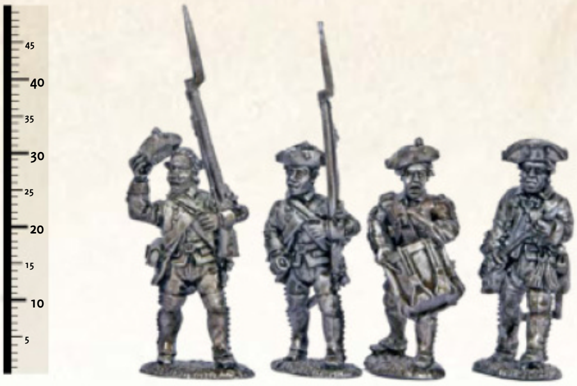


Bersaglieri

Company: Warlord Games
Size: 28mm ‘foot to eye’ or 32mm tall
Era: World War II
Price: £35.00 for 30 infantry

www.warlordgames.com

Warlord Games has retooled its plastic Italian set to create Bersaglieri, the elite Italian sharpshooters. The new range replaces the previous Italian metals and comes with new weapon teams and metal command. The plastic box consists of five sprues, each with six models. Each sprue has a selection of heads – with M33 steel helmet and M1935 pith helmet (both with capercaillie feathers), side cap, or fez. The selection of weapons is impressive, primarily the M91/38 Carcano carbine. The Bersaglieri did not use the longer rifle, so all should be carbine equipped. Options are provided for the M38A Beretta SMG, the 9 mm Beretta pistol, and the Breda M30 LMG (carried or shooting). Plenty of accessories are provided for customization, including gas mask bags, binoculars, goggles, bayonet scabbards, etc. As with other recent Warlord plastic sets, size-wise, these are on the larger side of 28mm so will be compatible with larger ranges.



Seven Years’ War Prussians

Company: Claymore Castings
Size: 28mm ‘foot to eye’ or 32mm tall
Era: Seven Years’ War
Price: £8.00 for four miniatures

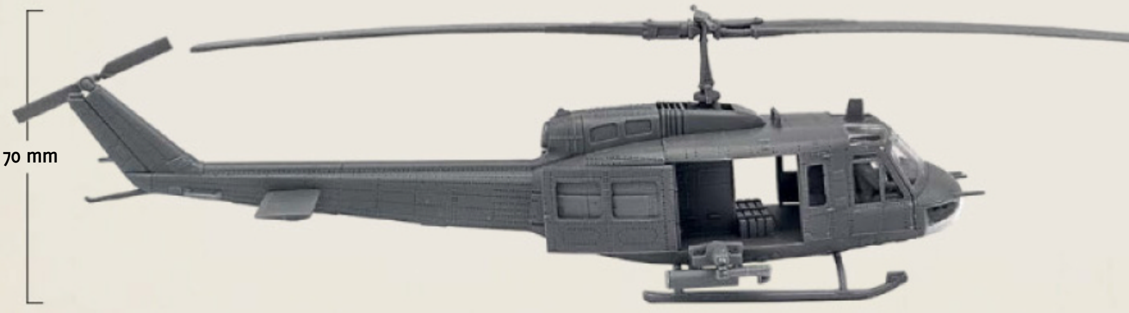
www.claymorecastings.co.uk

Claymore Castings is famous for its excellent range of Hundred Years’ War miniatures. Taking a slightly different tack, and with not a salet nor a longbow in sight, the company has released a cool range of Seven Years’ War miniatures in 28mm. The first of the range are Prussian infantry, an excellent choice as they were the main protagonists (or antagonists, depending on your point of view) in the European war. The current release is of eight packs, four of which are fusiliers (with mitre) and four are musketeers (in tricorn). Each release consists of a standard infantry pack, two different command packs, and a character pack (to break up the uniformity of the line). The sculpting is excellent and the models are charming. Casting is good with very little cleaning up required. Size-wise, these are just slightly over mid-sized, so they should be compatible with most existing ranges. Next from Claymore are Russian musketeers, which look just as good as the Prussians.

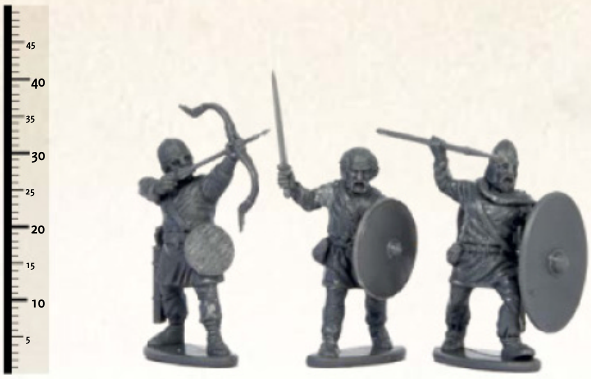
Bell UH-1 ‘Huey’ helicopter

Company: Rubicon Models
Size: 1/56
Era: Vietnam
Price: £35.00

www.rubiconmodels.co.uk



WOW! The latest wave of Rubicon models is here, and it includes a 1/56 scale Huey helicopter! The UH-1 Iroquois ‘Huey’ was manufactured from 1960 and served in the Vietnam War from 1962. It is also the staple military helicopter seen in almost every film from *Platoon* to *Predator* and *The Matrix*. It has also served in many conflicts including the Iran–Iraq War, Lebanon, and the Rhodesian Bush War. Some 16000 have been produced with an additional 12000 civilian versions. The kit is something else – there are options for the standard Huey transport, for medevac, and for the Huey gunship, complete with rocket pods. There is even a choice of three different door gunners! If an M60 door gunner isn’t enough, try an M134 Minigun or an M129 auto grenade launcher. Transfers are provided for US and ANZACs. This kit requires some assembly, but all the parts stick together perfectly. This is an excellent kit – the only flaw is you’ll be needing two or three at least!

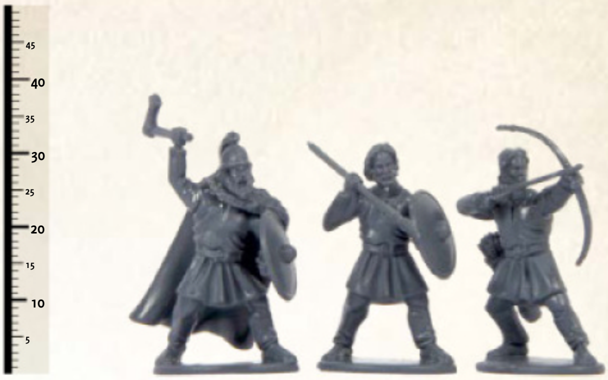


Late Roman infantry and archers

Company: Victrix
Size: 28mm 'foot to eye' or 32mm tall
Era: Late antiquity – early Dark Ages
Price: £30.00 for 36 models

www.victrixlimited.com

Victrix has released two sets of Late Roman infantry, one of unarmoured infantry and the other of archers (with options for slingers). The archers set consists of six frames, each containing six models, while the infantry set consists of six warrior frames and two command frames. Each of the bodies has several assembly options, and there is an excellent selection of different heads. The unarmoured infantry set provides a whopping 38 different heads, including several varieties of helmet. Cleverly, Victrix provides barbarian heads, so these may be made up as Goths or similar infantry. Both sets have a good selection of weapons and accessories. The models themselves are well sculpted and are easy to assemble – simply follow the instruction guide carefully, as some parts will only fit with a specific figure. The detailing on these models is excellent. Size-wise, the models are a little on the heroic side but should fit with most existing ranges. Overall, a good and relatively inexpensive set.



Dark Age Goths

Company: Wargames Atlantic
Size: 28mm 'foot to eye' or 31mm tall
Era: Dark Ages
Price: £25.00 for 30 goths

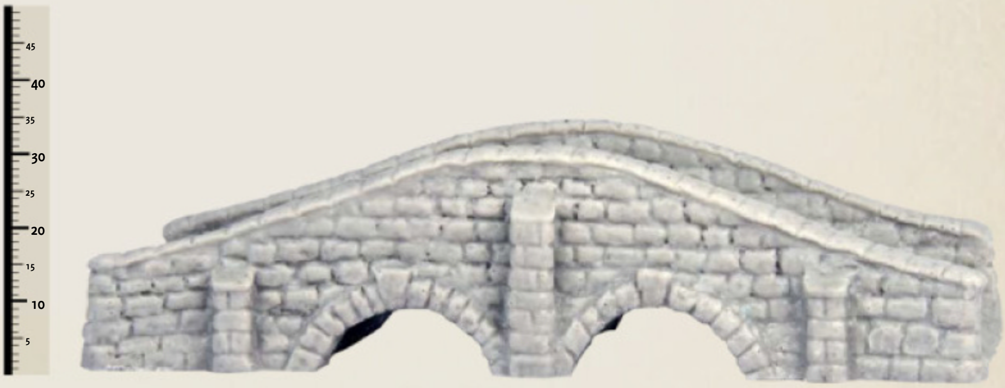
www.wargamesatlantic.com

Where were you when we sacked Rome? These Goths aren't wearing black and partying to Bauhaus, they were out conquering the Roman Empire. Wargames Atlantic's latest release is a set of plastic Goths. Each box consists of six frames, each containing five goth bodies in tunics and trousers, with a good selection of weapons to arm them with. Construction is very easy: simply add the head and arm combinations required to build each model. Eight unarmoured and six armoured heads are provided. For weapons, each sprue provides three bows, three slings, and a good selection of spears, swords, and axes. Four shields are also provided per sprue, with some accessories. The models are well detailed and I liked the poses the set allows you to create. Apart from Goths, these would make an excellent basis for a Dark Age army. With a few head swaps and perhaps larger, round shields, these would serve as unarmoured Saxons or as several other Dark Age nationalities, or for fantasy.

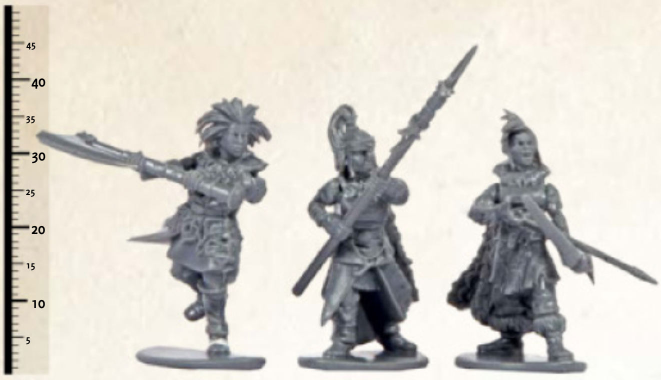
15mm arched bridges

Company: Debris of War
Size: 15mm (1/100)
Era: Sixteenth century onwards
Price: £10.00

www.debrisofwar.com



A year or two ago, Debris of War released a pair of stone bridges in 28mm, with single-span and double-span versions. Now, they have released almost identical copies of those bridges in 15mm (or 1/100 scale) as well. They have been designed with 15mm vehicles and tanks in mind and can accommodate the largest Tiger model across the bridge (whether the stone bridge could take such a weight in reality is an entirely different matter!). Stone bridges of this type have certainly been in use since the sixteenth century, so these will serve well for black-powder era through to more modern games. The detailing on the stone is very good, and likewise, the casting is excellent quality. There were no bubbles nor mould lines visible on any of the samples we were sent. The resin is also very durable – we've dropped samples from Debris of War deliberately onto a carpeted floor before to test, so this should survive the odd knock or two. Recommended.

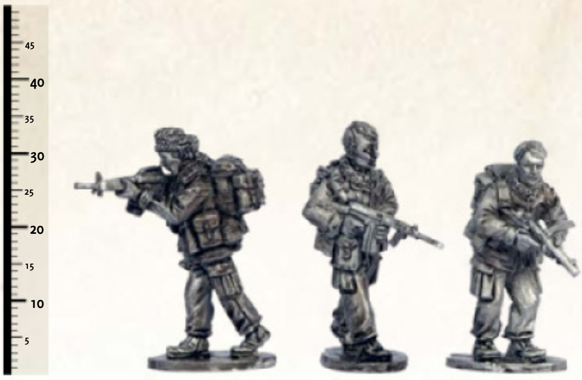


Frostgrave barbarians 2

Company: North Star and Osprey
Size: 28.5mm ‘foot to eye’
or 34mm tall
Era: Medieval fantasy
Price: £20.00 for 20
female barbarians

www.northstarfigures.com

In the past few years, there has been an excellent trend in providing plastic female models for fantasy and sci-fi games such as *Frostgrave* and *Stargrave*, an area that has been previously neglected. Options now include women soldiers, wizards, starship crew, and mercenaries. After all, in fantasy and the far future, females are adventuring too, as they do in real life. The latest addition is the female barbarians. These aren’t bikini-clad bimbos but seriously equipped and dressed, looking like they mean business and harm to any who stand in their way. Each box contains four sprues, each with five barbarians. There is a good selection of nine different heads, including bareheaded options and horned helmets. There is a good choice of weapons too, with hand weapons (swords, axes, and hammers with shields), double-handed weapons (spears, swords, and greataxes), or bows and crossbows. Simply add the head and weapon selection required. These will be an excellent addition to a barbarian army – Red Sonja and Conan would approve. Crom!



Anzac SASR forces

Company: Empress Miniatures
Size: 28mm ‘foot to eye’ or
31mm tall
Era: 1960s (Vietnam)
Price: £12.00 for five models

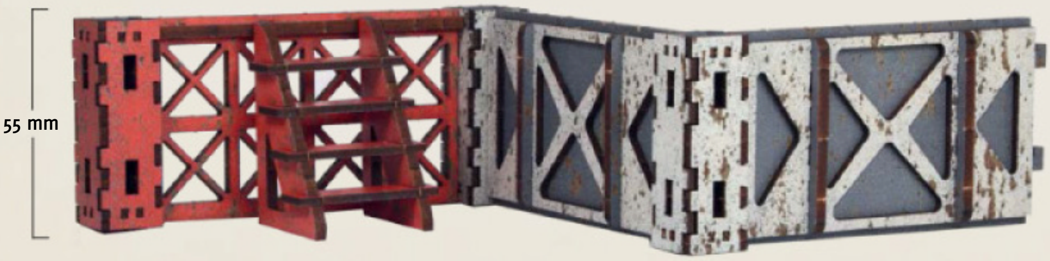
www.empressminiatures.com

The latest Vietnam release from Empress Miniatures is the ANZAC SASR, or Australian Special Air Service Regiment. Modelled on the British SAS, the SASR provides the Australian armed forces with their own special forces regiment. The regiment served in both Borneo and Vietnam, where they provided medium-range reconnaissance for the 1st Australian Task Force. They also conducted behind-the-line raids and ambushes against North Vietnamese forces. Empress produces two packs of SASR, armed with a mixture of M16 carbines, M60 machine guns, and modified SLRs (self loading rifles) with shorter barrels and foregrips added. A few carry underslung grenade launchers and one even carries a supressed submachine gun. The miniatures are well posed and accurately sculpted; they give the ‘ragtag’ look of these units. The casting is likewise excellent, with no flash or mould lines visible. While not suitable for the Malayan Emergency, these are ideal reinforcements for ANZAC forces in Vietnam.

System 13 terrain

Company: Full Colour Fantasy
Size: 28mm
Era: Fantasy and sci-fi
Price: £32.00 for six bulkheads

www.fullcolourfantasy.com



Full Colour Fantasy is a new company producing MDF scenery, 2D ‘flat’ fantasy characters and monsters, and MDF colour bases. Its latest release is a set of modular gothic fantasy ruins and sci-fi bulkheads. The scenery comes as a flatpack and all the sections are pre-coloured. No instructions were provided with our set, but they are simple enough to construct and do not require any glue, as each part snaps together well. The bulkhead sections are three parts held in by vertical MDF ‘clips’. The column sections are made up of four identical outer walls and two clips for the top and bottom. The bulkhead sections clip into the walls. Once assembled, they are very sturdy. I can see this being useful as scatter terrain for sci-fi games such as *Stargrave* or *Necromunda*. My reviewer pack contained a few bits not listed on the website yet, so I expect this range to expand further soon.

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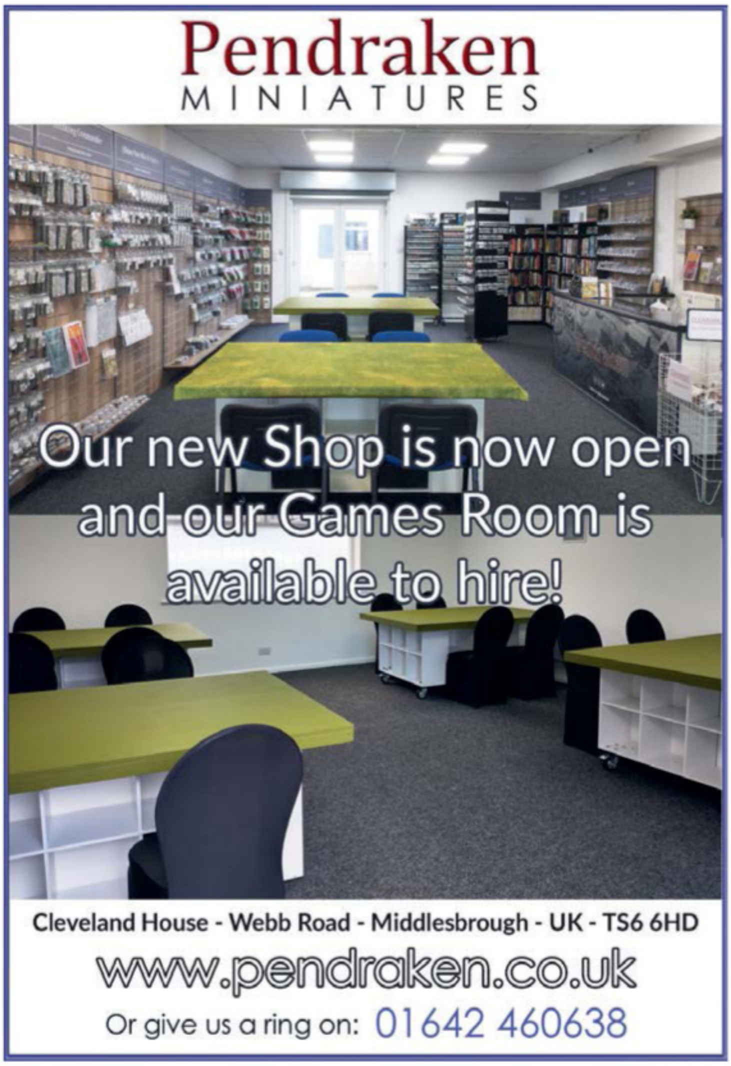

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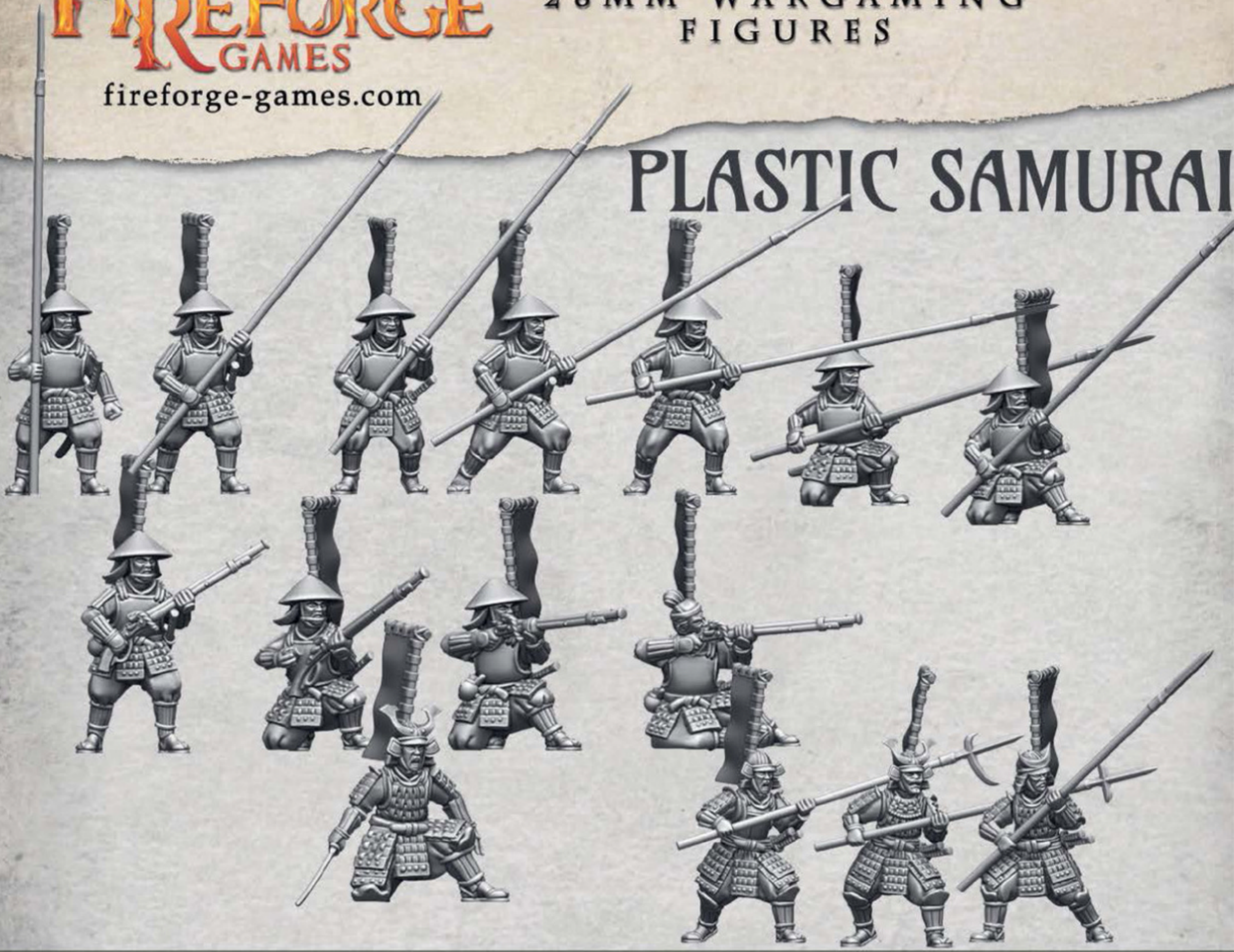

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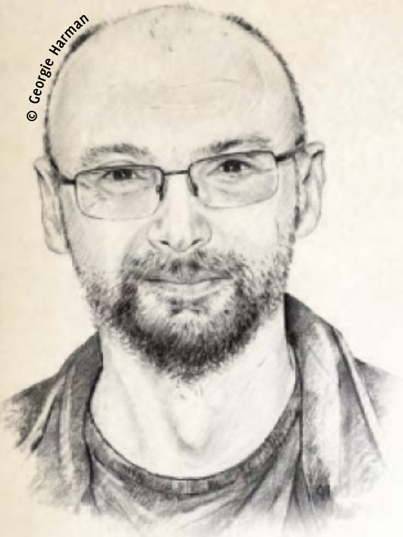

© Georgie Harman

By Rick Priestley

THIS GAMING LIFE

WHAT MAKES A SKIRMISH WARGAME?

Skirmish wargaming is all the rage at the moment, whether it's inter-war pulp, vampire hunting Regency-style, or something firmly rooted in reality. You only have to venture onto the internet to get some idea of the amazing choice of skirmish games available these days. As wargamers and prospective customers, all these new and exciting opportunities can be overwhelming: rules that are temptingly described as 'innovative' and models that fair groan with 'exquisite detail'. Who can keep up with it all? Probably nobody, but we all have our favourites and our enthusiasms.

Skirmish wargaming is like riding a bicycle: doing it is simple enough but describing how to do it is another thing entirely. To start with, it is worth remembering that before skirmish wargaming was ever thought of there were such things as skirmishes – which is to say, real skirmishes between real combatants – since positively ages ago right up until the present day. So, rather than trying to work out what makes a skirmish wargame a skirmish wargame, how about first figuring out what makes a skirmish a skirmish?

So what is a skirmish? You'd think that one would be easy, wouldn't you, but even the dictionaries seem a little uncertain. Chambers ventures, "A minor irregular fight between small or marginal parties – to fight slightly or irregularly." One online definition calls the skirmish "an episode of irregular or unpremeditated fighting," which sounds more like a description of kicking-out time in Nottingham city centre than the typical roles of your Greek psiloi or 95th Rifleman. Most of the definitions I managed to find emphasize 'irregular' as if equating skirmishing with guerrilla warfare or popular rebellion rather than military forces. Unless a deficit of dietary fibre is intended. Aside from lack of regularity, the other universal theme is 'small', or the relatively small number of troops involved compared to the armed force as a whole.

A summary might go along the lines of an action between minor or peripheral forces largely inconsequential to the course of a battle or the pursuit of war. I would add that a skirmish might equally well be an action that simply involves relatively few troops. A dozen medieval soldiers engaged in a manhunt, a peasant village sheltering a fugitive – this could be the setting for a skirmish between armed civilians and regular soldiers that is entire unto itself. Perhaps the word best applies where the opposing forces clash briefly, one or both withdrawing once they have made their point. I suppose fighting 'slightly' implies that kind of approach – a short exchange of missiles and colourful language, a few blows struck to show willing, and then scarper back to camp to boast of victory in the face of overwhelming odds.

In the sense of an "action between minor or peripheral forces", I suspect all of my earliest wargames were skirmishes. Even today, any game set in World War Two that takes place on a standard-sized wargames table and purports to use a 1:1 representative scale must be a skirmish by this definition – quite a small one at that! A hundred or so infantry a side is still only a company-level action after all, and most games I see barely exceed platoon strength even if all manner of artillery, support weaponry, and even tanks turn up to lend a hand. One could argue that the small forces are representing larger ones – so a section of infantrymen are standing in for a whole company or possibly an entire battalion, a tank for a squadron, a gun for a battery, and so on. It's a comforting thought, but where the game otherwise has models acting as individuals it is little more. *Bolt Action* is a good example of that kind of approach, and I would say that even *Flames of War* – built on the assumption that you are using 15mm rather than 28mm models – still falls within that style of game, as opposed to games that use ranked units representing battalions or larger formations, which can reasonably treat the resultant 'blocks' of troops as comprising hundreds or thousands of actual combatants. In these latter cases our rules can reflect the scaling effect, obliging units to form up and behave something like we imagine the real-life versions would.

Neither *Bolt Action* nor *Flames of War* are rule systems that most wargamers would describe as 'skirmish games', even if the battles portrayed are certainly skirmishes in the senses defined above. The term 'skirmish wargames' itself has been around a long time, provoking an entire book by Donald Featherstone as well as rule sets from Mike Blake, Ian Colwill, and Steve Curtis that set the standard for games of this type way back in the 1970s. Donald Featherstone dallies with the term 'individual' wargaming, and I think he is onto something there. One thing everyone seems agreed upon is that in a skirmish wargame, one model represents one individual – broadly speaking, armed, equipped, and in appearance as close to the real person, machine, or vehicle as possible. Even so, *Bolt Action*, *Flames of War*, and many other games fall into the same category and yet – as we have suggested – are not commonly described as skirmish wargames. *SAGA* from Gripping Beast is another popular system where warriors are represented one to one and battles are relatively small affairs, but once again this is not a game commonly described as a skirmish.

I say 'commonly' because if you ask wargamers what makes a skirmish wargame a skirmish wargame, you'll find yourself bombarded with suggestions, all varying to some degree. Practically the only thing everyone agrees upon is the one-to-one figure scale. Beyond that it's a bit of a free for all, and some are happy to describe games like the old *Warhammer Fantasy* as a skirmish even though it uses – or used – ranked units as the basis of play and in most respects obliged units to behave like formal battalions, maintaining formation and acting as a body. The argument in that case was that each figure fought as an individual – rolling a dice to attack – and that it involved individual casualty removal. I think that is more of a mechanical convenience and not really a distinction that holds water. Indeed, my own take is that in a skirmish game, individual models must be free to act 'individually' even where groups of figures can also act as voluntary or commanded groups. Thus, in a World War Two squad action, an infantry section can act as a whole or divide into sub-sections, or individual models could detach to cover a position, go and fetch help, remain behind with a wounded man whilst the remainder move off, and so on. Many small-size games don't allow for this flexibility and instead have small but obligatory 'units' of two or more models. I would put *SAGA* and *Bolt Action* into that category, for example.

Ground scale and timescale are also fertile fields for dispute, especially ground scale and especially where games involve ranged weapons, and in particular modern firearms. Whatever rules you play, a skirmish game always involves an element of 'what you see is what you get', in which terrain, buildings, and models are assumed to be as they appear, as opposed to large-scale battle games where twenty or so models might represent a battalion and a single tree plonked on a felt mat represents a wood. When it comes to modern firearms, things start to get problematic, because the size of a wargames table doesn't really allow for realistically scaled combat. If we are dealing with 28mm-size models, then a rough 5 mm = 1 foot of real distance places opponents a mere 240 feet or 80 yards apart on a four-foot table. Similarly, a one-to-one ground scale gives us buildings that occupy a good chunk of table space. This fact is often missed because we are used to seeing buildings with a reduced ground area. A realistically scaled farmyard might easily encompass an entire tabletop.

A purist might suggest that the one-to-one ground scale needs to be maintained, and such a game, with the one-to-one figure scale and individual action, would certainly meet almost any criteria for a skirmish wargame. In practice, most players accept that a game is a skirmish so long as the ground scale 'feels' realistic even if it is compromised to some extent. Here things do get subjective, but I suspect this is the nub of the matter and why there are so many takes on 'what is a skirmish wargame'. Consider, is a wargame a skirmish wargame if models have individual autonomy as described, but the scenery is scaled to create a more interesting playing area? I would suggest that most skirmish wargames do this without too much thought simply because it 'feels' right. The other question is, is a wargame a skirmish wargame where weapon ranges and/or effectiveness at range are scaled back, essentially to allow for differentiation at range as well as manoeuvre and position within the game play? Again, I think most wargamers would be happy to make that compromise, so long as the resultant ranges and effects 'felt' right in play.

When it comes to what 'feels right', this has always been the watchword when it comes to timescales in wargames. Most skirmish wargames purport to work on a very short timescale, where a turn represents a few seconds rather than many minutes. To represent action realistically requires a realistic and fixed timescale – or at least, a rules system that employed such a method would be an uncompromised skirmish wargame. Once again, in practice most skirmish wargame rules don't do this, and for good reason. In reality, combatants don't act continuously but spend time catching their breath, reloading weapons, watching, and waiting. None of that makes for a great wargame. Games designers get round this by either not representing things such as exhaustion and ammunition expenditure at all, by representing them abstractly, or by allowing some actions to happen far more quickly than they could in reality, for example loading black powder weapons and revolvers. This allows for a better game. I would argue that it doesn't mean the game isn't a 'skirmish' wargame, even if some deviation from realistic representation has taken place. So long as it feels right to the players, the chances are that such things will go unnoticed in just the same way as minor adjustments to ground scale do.

None of this really matters, of course. We play the games we enjoy, and may it always be so – whether we care to describe them as skirmish wargames, individual wargaming or whatever. There will always be room for different kinds of wargames, whatever our tastes and enthusiasms may be. **WS&S**

OLD ENEMIES MEET NEW FOES IN THE LATEST EXPANSION

RAVENFEAST 1066

Two years ago, Little Wars TV and *WS&S* magazine partnered to release *Ravenfeast*, a free Viking skirmish game simple enough to introduce new players into the historical miniature hobby. In the time since, over 20,000 copies have been downloaded by players around the world and volunteers continue to step forward to translate the rules into multiple languages.

By Greg Wagman and Zach Hershberger

Everything related to *Ravenfeast* – the game, scenarios, paper figures, and player aid resources – remains entirely free to download at www.Ravenfeast.com. With as few as a dozen figures per side, players can raid the coast of Saxon England, pillage monasteries, and battle for control of Danelaw!

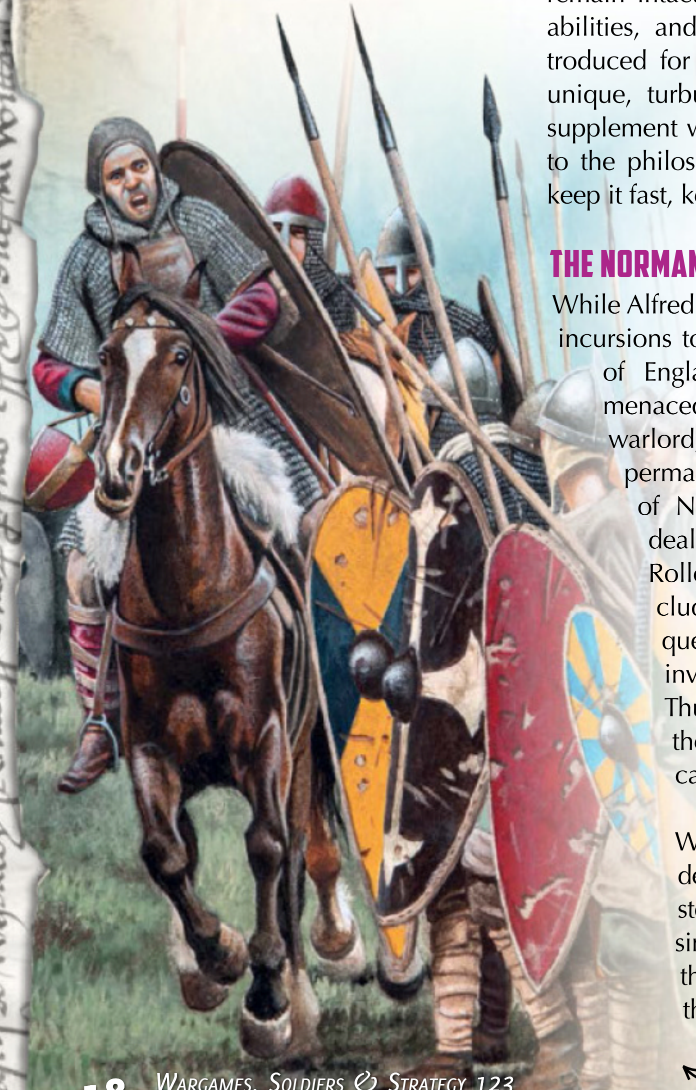
And now … we're expanding *Ravenfeast* to cover the end of the Viking age and the dramatic events of 1066. This free expansion covers the Norman conquest of Saxon England, as well as the brutal years of rebellion and resistance that followed William the Conqueror's victory at Hastings. The original *Ravenfeast* skirmish rules remain intact, but new unit classes, abilities, and optional rules are introduced for players to explore this unique, turbulent period. With this supplement we've aimed to stay true to the philosophy of the core rules: keep it fast, keep it fun, keep it free.

THE NORMANS

While Alfred the Great battled Viking incursions to cement Saxon control of England, Viking raids also menaced France. One Viking warlord, Rollo, eventually laid permanent claim to the region of Normandy by striking a deal with the French king. Rollo's descendants – including William the Conqueror – would eventually invade England in 1066. Thus, in a very real sense, the Normans could rightly call themselves Vikings.

While they may have descended from Viking stock, in the generations since settling in France, the Normans developed their own unique military culture. Blending Danish and French influences, the Normans relied on well-armoured, highly mobile cavalry. These skilled mounted troops – clad in chainmail surcoats and carrying spears – are a new introduction in *Ravenfeast*. Using the open-points architecture found in the rules, we've paid special attention to representing Norman cavalry. Accounts from the Battle of Hastings mention the Normans riding up to throw spears at the Saxon shield wall, implying some ranged missile capability. We've equipped them with short-range javelins, but at a very low accuracy rating. Norman cavalry carried swords and thrusting spears for close combat from horseback. These spears have sometimes between called 'lances', but they should not be confused with the heavy, couched lances of later medieval knights.

Norman infantry appear in the Bayeux Tapestry as well armoured in full-length chainmail with their distinctive kite shields. By this time, the kite shield could also be found in the Saxon ranks. Historians continue to debate whether William brought crossbows across the Channel, but we do have evidence of crossbow



The iconic Norman kite shield was already growing popular among Saxon and Danish soldiers before the 1066 invasion.

© Zvonimir Grbasic

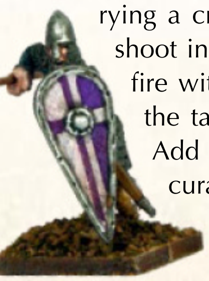
A Norman raid sets fire to yet another village. Can you put an end to this terror and protect the Saxons?

use in France well before Hastings. At some stage during the Norman conquest – perhaps in the years after the initial invasion – the Normans did employ crossbows in England. We've included crossbow rules in this expansion for players to use when gaming the Saxon and Welsh rebellions. Early crossbows of their era were extremely cumbersome but packed a terrifying punch, easily capable of piercing even the heaviest contemporary armour.

Norman special rules and abilities

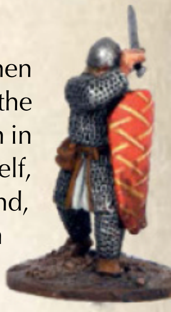
Ride-by attack: If a mounted figure moves half its move or less before engaging in melee, they may finish their move after combat in a frontal 90-degree arc. There must be enough space for them to move though any gaps. There are no free attacks permitted by the defender when the mounted attacker disengages after combat.

Crossbows (+5 points): Models carrying a crossbow cannot move and shoot in the same turn. Crossbows fire with a 14" range and reduce the target's armour value by -1. Add +1 to missile rating for accuracy firing at 6" or less.



THE WELSH

We certainly could have included the Welsh in the original *Ravenfeast* rules two years ago, as they were regular opponents of both the Vikings and the Saxons well before the arrival of William the Conqueror. But when the Normans did land in England, the Welsh proved particularly stubborn in resisting occupation. William himself, newly crowned as king of England, led at least one major campaign into Welsh territory after 1066. There are countless opportunities for skirmish-level scenarios across rugged, rural Welsh valleys and hills.



In this *Ravenfeast* expansion we present some typical Welsh troop types for players to recruit in their warbands. Welsh *teulu* (translating to 'family') form the heavily armed household guard for a local chieftain or prince. We've rated them in the same category as a Saxon or Viking huscarl. The backbone of most Welsh armies would be spearmen wearing wool cloaks and carrying round shields. The Welsh employed light cavalry for skirmishing, and later in the twelfth century we have increasing evidence of the Welsh adopting heavier cavalry equipment (perhaps borrowing from their Norman opponents).

The topic of Welsh archery in the late eleventh century is still very much a 'live' hot button for medieval military historians. Disagreement lingers over whether the vaunted English longbow of Agincourt and

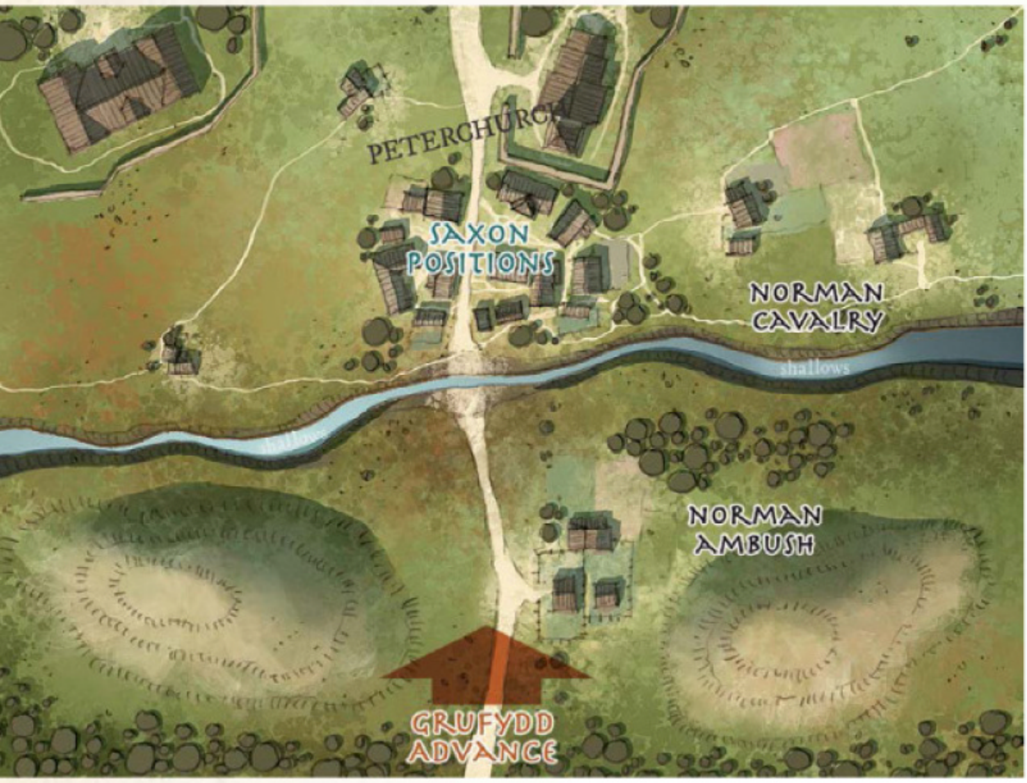
NORMAN ARMY LIST

Type	Move	Missle	Melee	Armour	Morale	Pts	Traits
Lord	12"	0	5	5	5	75	Leader, Tough (3)
Mounted knight	12"	1 (8")	4	4	4	36	Mighty, Javelins
Crossbowman	6"	2 (14")	1	2	2	21	Crossbow
Flemish mercenary spearman	6"	0	3	3	4	20	
Norman infantry	6"	0	3	3	3	18	
Archer	6"	2 (18")	2	2	2	18	
Norman levy	6"	0	2	2	2	12	

WELSH ARMY LIST

Type	Move	Missle	Melee	Armour	Morale	Pts	Traits
Chieftain	6"	0	5	5	5	75	Leader, Tough (3)
Teulu guard	6"	0	4	4	4	36	Tough (2)
Helwyr	6"	3 (18")	2	2	3	28	Welsh bows
Levy archer	6"	2 (18")	2	2	2	23	Welsh bows
Spearman	6"	0	3	2	3	16	
Levy spears	6"	0	2	2	2	12	

Crecy fame had its origins in Wales or elsewhere. What do we know for certain? We know from surviving historical sources that the Welsh of this era were noted for skilled archery and put their bows to good use against the Normans at the Battle of Crug Mawr (1136), among others. The Welsh also appear to have made their bows from a stiffer wood – the elm – than common Saxon or Norman bows of the time. The short-range piercing punch of Welsh bows is noted in their engagements against the heavily armoured Normans, providing us with enough evidence to suggest that special consideration should be given to Welsh missile weapons in *Ravenfeast*. We've done this by adding a simple, new optional trait, "Welsh bows", that blends the range of a standard bow in the rules with the power of our newly introduced crossbows.



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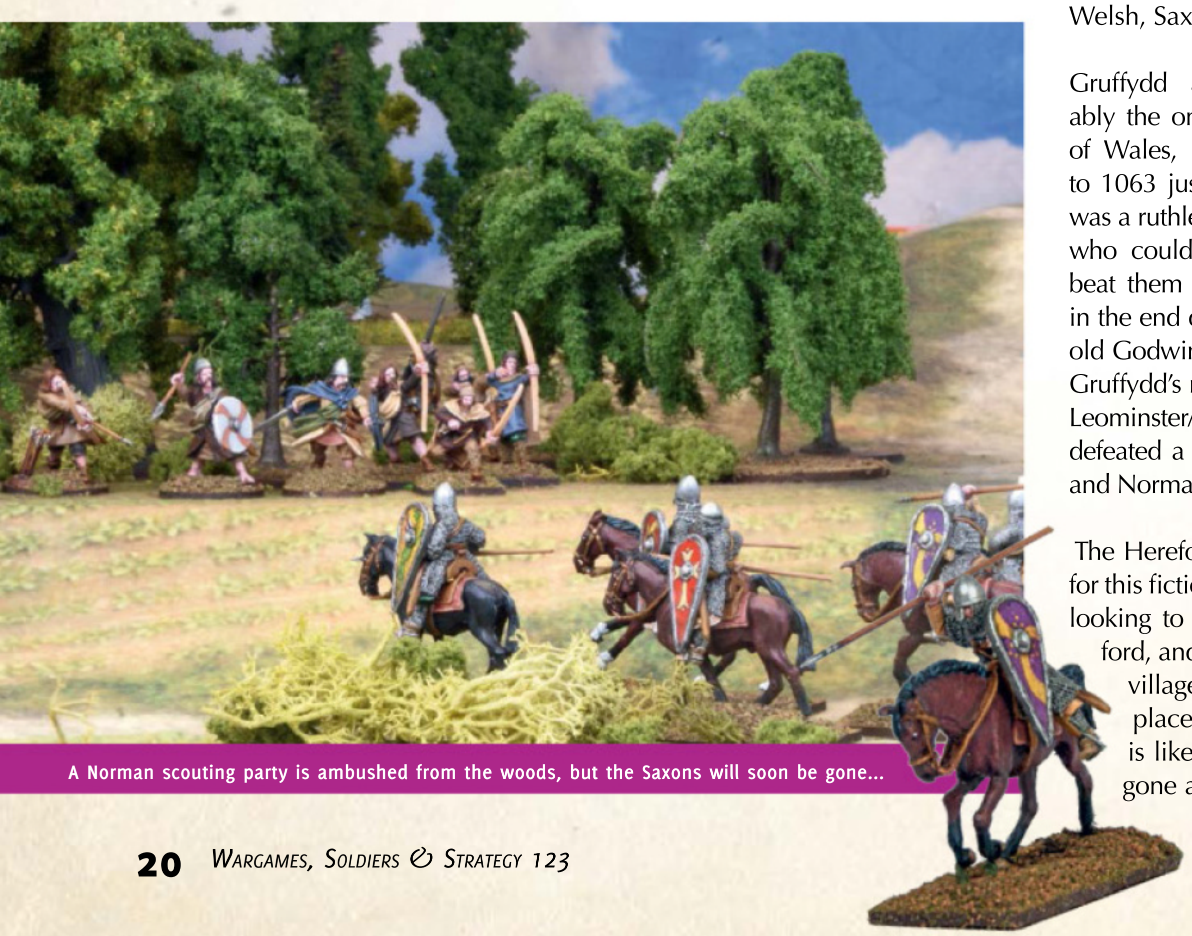

A Norman scouting party is ambushed from the woods, but the Saxons will soon be gone...

Welsh special rules and abilities

Welsh bows (+5 pts): Models with this bow apply a -1 to their target's armour rating when shooting at 6" or less.

PUTTING IT ALL TOGETHER

As with the original *Ravenfeast* game, this expansion into the Norman Conquest leaves plenty of room for you and your friends to add your own house rules, create new unit types, and layer on additional options. *Ravenfeast* has always been an open sandbox and toolkit for wargamers to discover the hobby. If you still haven't downloaded a copy, it will always be freely available at www.ravenfeast.com. Marrying the core rules with this historical expansion allows you to explore a new chapter of history at the end of the Viking age. And for wargamers who enjoy a more advanced Dark Ages rule system, such as *SAGA*, we hope *Ravenfeast* can still be a useful tool for you to recruit new players into the hobby before transitioning them to more complex systems.

THE BATTLE OF PETERCHURCH 1052

Now that we have army lists for both Normans and Welsh, let's combine them in a *Ravenfeast* scenario. We've included some suggestions for those wanting a larger battle. So let's look at a scenario which combines Normans, Welsh, Saxons and Vikings together.

Gruffydd ap Llywelyn was probably the only man to rule the whole of Wales, which he did from 1055 to 1063 just before the conquest. He was a ruthless and effective war leader who could take on the English and beat them soundly, although he was in the end defeated by the young Harold Godwinson and his brother Tostig. Gruffydd's most famous victory was at Leominster/Hereford in 1052 when he defeated a combined force of English and Normans and burned Hereford.

The Hereford campaign is the setting for this fictional encounter. Gruffydd is looking to advance rapidly on Hereford, and on his line of march is the village of Peterchurch, a crossing place on the River Dore which is likely to be defended. He has gone ahead with a vanguard. He

The Saxon shieldwall stands ready to hold off the Welsh troops of Gruffydd ap Llywelyn attacking Peterchurch.

trusts the Welsh, but the Norse and Irish mercenaries will only be loyal while Gruffydd is winning.

The English, led by Aethric Lord of Leominster, are fighting for their home turf and are highly motivated. Aethric has his reliable huscarls. The young men of the Select Fyrd are keen to prove their worth in the shield wall and the conscripts may hold a line. The Norman cavalry under Henri of Caen are well equipped and their veteran archers and mail-clad infantry have fought in many a battle. The Normans seem to be taking an in-depth interest in the land around Hereford for some reason.

Aethric knows of the Welsh invasion from refugees who have fled eastwards and he has gathered his troops in the village to form a defence, to buy time for a larger force to form in Hereford.

The Factions using *Ravenfeast*

Gruffydd's force consists of:

- Gruffydd – Chieftain
- Teleu bodyguard – 4 models
- Helwyr archers – 5 models
- Spearmen – 4 models
- Mounted Spearman – 3 models (from the Saxon list)
- Hirdmen – 4 models (Viking list)
- Irish – 5 models (Bondi with javelins from the Viking list)

Total: 697 points

Aetheric's force consists of:

- Aetheric – Saxon Lord
- Hearthguard – 3 models
- Veteran Fyrd – 5 models
- Fyrd – 6 models
- Henri of Caen – Norman Lord
- Norman Cavalry – 3 models
- Norman Archers – 5 models
- Norman infantry – 4 models

Total: 690 points

Special rules

If Gruffydd falls and his Welshmen take 50% casualties, the Norse and the Irish take one special morale roll of a D6 and on a 1, 2, or 3 flee for Wales.

Aethric and Henri have a strained relationship. Aethric makes it clear to Henri that he does not like Normans. If the Saxons lose 50% casualties on the Anglo-Norman side, Henri may order his archers to find an opportunity to secretly fire on Aethric and call it a mistake in the heat of battle. If successful in killing him, he will

MODELLING CROSSBOWS

Why did we make crossbow range shorter than bow range in *Ravenfeast*? Modern field tests of early medieval crossbows suggest a theoretical range of several hundred yards – very comparable to the later longbow – but with a rate of fire 50–75% slower based on reloading time. The design philosophy of *Ravenfeast* is to avoid complexity, so we didn't want to introduce mechanics that would require tracking of when a crossbow last fired. Our compromise solution, admittedly abstract, is to disallow moving and firing on the same turn and to reduce the maximum weapon range. The armour piercing capability of the crossbow is well documented by historical sources. A less publicized advantage – reliable accuracy even in relatively untrained hands – is one we chose to represent with a +1 short-range missile rating bonus to accuracy. It was important for us to make the crossbow feel deadly and distinct from normal bows, but without adding more rules.

The Normans were famed for their use of cavalry, but Saxon huscarls rode into battle at Stamford Bridge.

take command of the whole force and withdraw to Hereford. The Welsh will only register a minor victory.

The Norse and the Irish mercenaries know that the manor will contain some silver. The church might too, but the fear of God might stop them. Father Leofric will persuade them not to raid it on a roll of 4+ on a D6.

Victory conditions

Victory goes to Gruffydd if he puts the Saxons to flight, secures the village, and pillages silver and provisions. A major victory is to kill Aethric or Henri in the process. The Welsh will gain further glory if they steal a chest or two of silver.

A victory for Aethric and Henri is to repel the attack and stall the Welsh raid on Hereford. A major victory is to kill Gruffydd.

USING *LION RAMPANT 2*

Here are some suggestions to use this scenario with *Lion Rampant:*

Unit	*Lion Rampant*	Points
Teulu with Gruffydd	Elite infantry*	6
Light cavalry	Light cavalry with javelins	3
Archers	Archers	4
Welsh spearmen	Light infantry with javelins	4
Irish /Norse hirdmen	Armoured warrior infantry	5
Irish warriors	Light infantry with javelins	3

For *Lion Rampant*, Gruffydd has the **Commanding** leader skill. Both the Hirdmen and Irish are mercenaries so should be treated as Courage 5+. They have both been made a point cheaper to reflect this.

Unit	*Lion Rampant*	Points
Huscarls with Aethric	Expert heavy infantry*	6
Select fyrd	Heavy infantry	4
Conscript fyrd	Light infantry	2
Norman cavalry	Heavy cavalry	4
Norman archers	Archers	4
Norman infantry	Heavy infantry	4

For *Lion Rampant*, Aethric has the 'Courageous' leadership skill. The conscript fyrd have no heart to fight so have Courage 5+. They have been made a point cheaper to reflect this.

CONCLUSION

The harsh wind of war is blowing from the mountains of Wales. Will it bring death or victory to Gruffydd's Welshmen and mercenaries, or to Aethric and his uneasy Saxon and Norman allies? **WS&S**

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THE INVASION OF MONA – A CAMPAIGN FOR *INFAMY, INFAMY!*

OF MISTLETOE AND OAK

I have always been fascinated with history and how it can be used as the basis for a campaign. The Roman invasion of the island of Mona (Anglesey) and the Boudiccan rebellion, as written by the Roman historian Tacitus is ripe with material for the wargamer.

By John Savage

I have chosen to use *Infamy, Infamy!* with notes for those wishing to use *Lion Rampant 2*, although the scenarios can be easily adapted to any rules. Refighting large battles or engagements is not what either system is really designed to do, focusing as they do on the small-scale border warfare which was endemic on the frontiers of the Roman Empire. But while the grand battles tend to be the focus of the historians such as Tacitus, any military campaign is also made up of many small skirmishes, patrols, and foraging missions. And such encounters are absolutely ideal for playing out on the tabletop.

The campaign is split into two parts and follows the broad narrative arc of the Roman expedition against the Druids on Mona (modern-day Anglesey), which appears in this issue. The rebellion of Boudicca will appear in a future issue of *WS&S*. The games can, of course, be played as stand-alone pieces. Of Mistletoe and Oak concentrates on Suetonius Paulinus' campaign against the druids on Mona. The next issue will focus on the initial stages of Boudicca's rebellion with the attack on Camulodunum (on the site of modern-day Colchester), the destruction of the Ninth Legion, and on the final fateful battle between Suetonius and Boudicca.

Each game is based on one of the scenarios within the *Infamy, Infamy!* rulebook, so simply follow the normal random terrain generation rules (based in Britain, of course) and set-up as per the rules. Where specific scenario rules are included, these will be detailed in the specific game background.

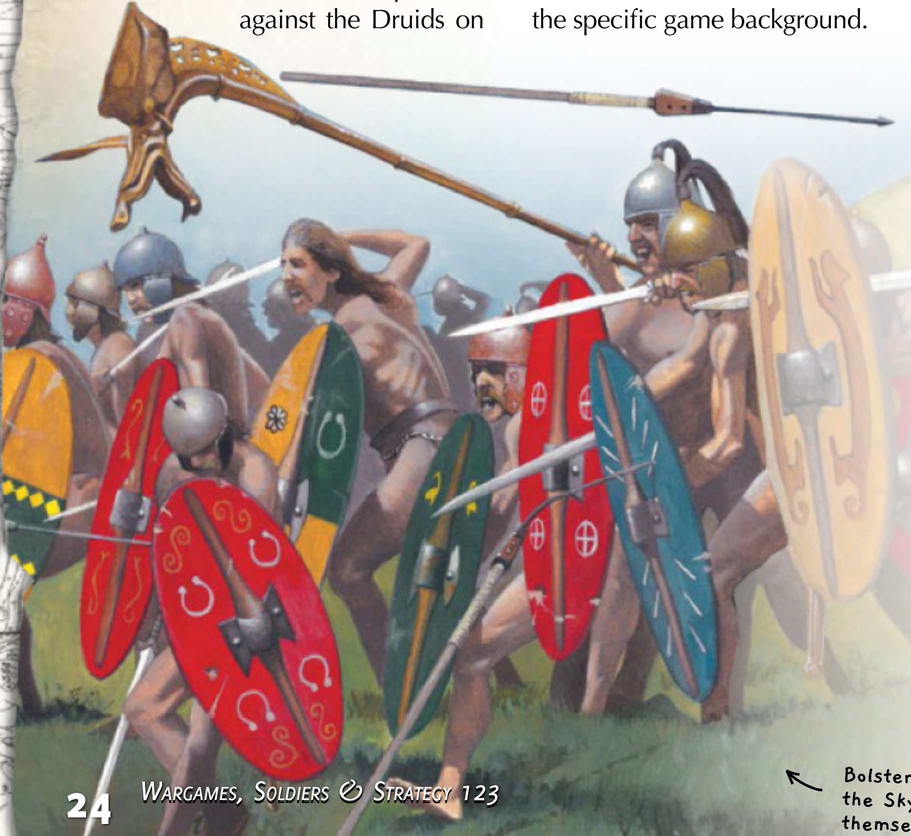
Suggestions are provided for forces, but players may choose their own as well. A recommended points value is provided, and where the force selection is restricted this again is detailed.

Each player starts the campaign with one Infamy card (dealt from the deck at the start of each game). If you win a game, then roll a D6. On the roll of a 3+, you may add an additional Infamy card to your hand at the start of each game. If you lose, again roll a D6, but this time you may add an additional Infamy card to your hand at the start of each game on the roll of a 5+. No player may have more than four Infamy cards in any game, however.

GAME 1 – "Across the Menai Straits"

> *He prepared accordingly to attack the island of Mona, which had a considerable population of its own, while serving as a haven for refugees; and, in view of the shallow and variable channel, constructed a flotilla of boats with flat bottoms.*
>
> –Tacitus

So Tacitus described how Suetonius Paulinus prepared to invade the is-



Bolstered by the druids' chants, the Sky-clad fanatics throw themselves at the invaders.

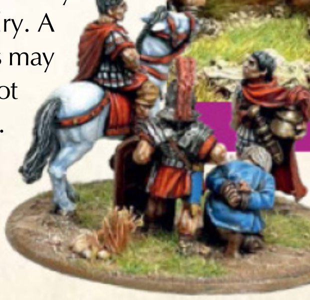
© Zvonimir Grbasic

The sacred grove: The Britons defend their sacred ground against advancing Roman auxiliary forces.

land of Mona in order to finally defeat the druids. But before he was able to construct such a flotilla, Suetonius had to secure the shoreline.

This game is based upon Scenario Three ("On Patrol") in the *Infamy, Infamy!* rule book. The Romans are attacking, and this is barbarian territory. If you have the necessary terrain, represent the shoreline on the short table edge opposite the Roman deployment zone, but this is entirely decorative and has no practical effect on the game.

If selecting your own forces rather than using the suggested forces below, both sides are limited to 115 points each. In addition, the Britons may not select any chariot-borne warriors, chariot-borne noble warriors, foot mounted noble warriors, or fanatics, as all these have been withdrawn to the Island of Mona. The Romans may only select troops from legionaries, legionary recruits, auxiliary foot, auxiliary archers, and auxiliary cavalry. A single group of Exploratores may be selected, but you may not select any other tribal allies.



Roman forces

Centurion, status III, warlord
Optio, status II
2 groups of 8 legionaries

Auxiliary optio, Status II
2 groups of 8 auxiliary foot

Supra numerum leader
1 group of 8 auxiliary archers

Note: The auxiliary optio does not have the Optio special rule. This only applies to the legionary optio.

British forces

Leader, status III, warlord
2 groups of 10 tribal warriors
Supra numerum leader
1 group of 6 tribal slingers

Leader, status II
2 groups of 10 tribal warriors
Supra numerum leader
1 group of 6 tribal slingers

Supra numerum leader

1 group of 6 tribal cavalry

The British also have the Secret Way support option.

If the Romans win, as outlined in the rulebook scenario, they have cleared the shoreline and they can start to construct the boats ready for the invasion of the island on schedule. This will reduce the time the Britons have to prepare. If the Britons win, they will have successfully delayed the Roman advance, forcing Suetonius to commit more troops to clearing and securing the shoreline and delaying the invasion.

GAME 2 – "The Sacred Groves"

> *On the beach stood the adverse array, a serried mass of arms and men, with women flitting between the ranks. In the style of Furies, in robes of deathly black and with dishev-*

Having swum the Menai straits, the Roman auxiliary cavalry support the advancing legionaries.

> *elled hair, they brandished their torches; while a circle of Druids, lifting their hands to heaven and showering imprecations …*
>
> –Tacitus

Such was the terrifying sight that greeted Suetonius and his legion as it landed on the island of Mona from their boats while the cavalry, who had swum across the Straits with their horses, scrambled up onto the beach. However, the Romans, "reassured by their general and inciting each other never to flinch before a band of females and fanatics" (Tacitus), charged forward "behind the standards" and "cut down all who met them" (Tacitus).

Although Tacitus is content to leave the island at this point, our campaign stays on Mona a little longer. Although defeated on the shoreline, it is not inconceivable that some of the Britons may have fallen back into the interior to protect the sacred groves, and this is where our second game is set.

This game is based on Scenario One ("Village Raid") in the *Infamy, Infamy!* rulebook. However, instead of a village, place a small grove of oak trees (ideally with a stone alter or standing stone) in the centre of the table. The Romans' objective is to destroy the sacred grove, which they can do on a task roll of 16. This is barbarian territory.

THE CAMPAIGN WITH OTHER RULES AND SECOND EDITION *LION RAMPANT*

I have also provided a conversion to the second edition of *Lion Rampant*. Although aimed at medieval warfare, the unit archetypes are easily converted to the earlier ancient period. Having said that, feel free to use the campaign with any other rule set you like. The scenarios and forces should be relatively easy to convert to your favourite ancient ruleset.

Roman units for *Lion Rampant*, second edition:

Infamy unit	*Lion Rampant* unit
Roman units for *Lion Rampant*, second edition	
Legionaries	Veteran heavy infantry (with Bloodthirsty trait to represent pila)
Auxiliaries	Veteran light infantry with javelin
Auxiliary archers	Archers
Auxiliary cavalry	Heavy cavalry
Ex-legionary colonists	Light infantry
Allied tribal warriors	Warrior infantry
Scorpion	Crossbow (using the reduced model count rules)

Lion Rampant unit	*Lion Rampant* unit
British units for *Lion Rampant*, second edition	
Tribal warriors	Warrior infantry
Tribal slingers	Skirmishers (with their Shoot value decreased to 6+)
Tribal cavalry	Light cavalry
Noble warriors in chariots	Chariots (p. 116) with the Fearsome trait
Tribal levy	Warrior infantry, but Courage increased to 5+
Fanatics	Bloodthirsty warrior infantry (reduced model count unit)

Historical note: Although Caesar referred to the fear caused by the British chariots when they were first encountered, it is highly likely that by the time of Boudicca's rebellion most Roman troops were fairly comfortable with them. However, the Fearsome trait adds a nice bit of colour and reflects the potential disruption when losing combat to these fast-moving troops.

The campaign games are listed here with the revised forces for *Lion Rampant* and the appropriate *Lion Rampant* scenario:

GAME ONE – "Across the Menai Straits"

Roman units	British units	*Lion Rampant* scenario
2 legionary units 2 auxiliary units 1 auxiliary archers unit	6 tribal infantry 2 slingers 1 tribal cavalry	"Bloodbath", Scenario 1

GAME TWO – "THE SACRED GROVES"

Roman units	British units	*Lion Rampant* scenario
2 legionary units 2 auxiliary units 1 auxiliary cavalry	3 tribal infantry 1 chariots 2 slingers plus either 1 chariot or 2 tribal infantry units	"Sausages With Mustard", Scenario 8 Place a Sacred Oak (although any tree model will do) at the corner of central deployment area. Use the rules for setting fire to the objective, but in this case it represents the tree being cut down..

On the shores of Mona: A British Warband charges a cohort of advancing Roman legionaries who have just landed.

Use the suggested forces below or select up to 120 points per side. If selecting your own forces, the Britons may not have more than one group of chariot-borne warriors or noble warriors as these troops will have been severely depleted after the battle. In addition, the Britons may not have any fanatics. They will have all been killed after the battle on the beach. The Romans may only select troops from legionaries, legionary recruits, auxiliary foot, auxiliary archers, and auxiliary cavalry. They may not select a group of Exploratores as they will not have any knowledge of Mona.

Whomever won the previous game may add +2 to their force morale roll.

Roman forces

Centurion, status III, warlord
Optio, status II
2 groups of 8 legionaries

Auxiliary optio, status II
2 groups of 8 auxiliary foot

Decurion, level II leader
1 group of 6 auxiliary cavalry

British forces

Druid, status III, warlord
3 groups of 10 tribal warriors
Supra numerum leader
1 group of 6 tribal slingers

Leader, status II
1 group of 10 noble warriors in chariots
Supra numerum leader
1 group of 6 tribal slingers

If the Romans win, Suetonius has successfully completed his campaign and the power of the druids has been broken. But as he prepares to leave Mona, he is informed of Boudicca's uprising. With his campaign completed, he is able to rapidly despatch a force south while he follows with the main legionary force. If the Britons win, Suetonius is potentially bogged down in a vicious guerrilla campaign on the island. As he hears of Boudicca's rebellion, he is unable to send forces south until the island has been fully subjugated. Either way, with his legions camped on Mona, the south of Briton lies undefended! **WS&S**

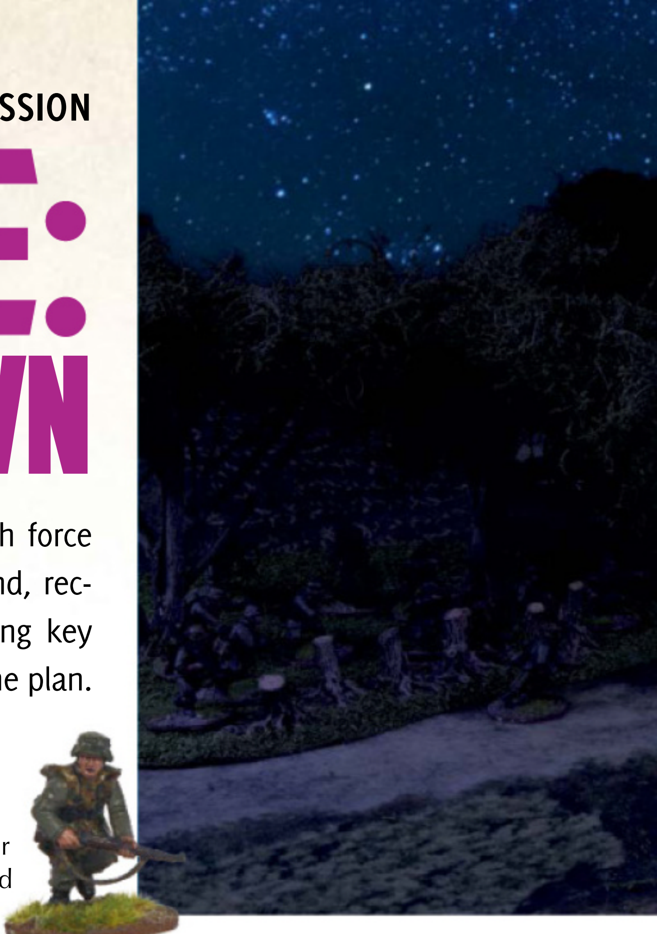
The Druids throw their curses in vain as the Romans push towards the sacred stones.

THE INNS OF COURT REGIMENT GETS A SECRET MISSION

BINGFORCE: WE DRIVE AT DAWN

In the early hours of D-Day, 6 June 1944, a specialist British force disembarks on the Normandy coast and quickly races inland, reconnoitring in depth far behind German lines and destroying key bridges to thwart Axis reinforcements. Or at least, that was the plan.

By Chris King



Bingforce was built upon the men and vehicles of C Squadron, Inns of Court Regiment, accompanied by sappers and subalterns from the Royal Engineers. It was named after Lt Col. Bingley, CO of the Inns of Court, and comprised 24 officers and 124 men.

As a divisional reconnaissance asset for 11th Armoured Division, the Inns of Court were equipped with armoured cars – Daimlers and Daimler Dingos – and for this mission these would be accompanied by M5 half-tracks for the sappers and their equipment, organized into six half-troops mostly comprising one of each type of vehicle.

Arriving with the Canadians on Juno Beach, Bingforce were supposed to rush immediately inland with the primary purpose of manually blowing key bridges; secondarily they were to report on enemy movements. They had trained together for this for months.

After beaching late, one of their two landing craft was damaged by mined obstacles, causing casualties and further delays; this was compounded by more mine damage in the bottleneck to exit Juno. Many of Bingforce didn't get off the beach until almost noon!

Now running some six hours late, things got worse. In addition to inevitable detours and enemy resistance, Bingforce also encountered considerable 'friendly fire'. This caused severe additional losses, but it was probably due in part to the strange decision to paint all their vehicles black, with Allied stars prominent only on the top: they are described in contemporary accounts as appearing "now grey with dust".

It wasn't all terrible: Bingforce did relay vital intelligence and even caught a number of prisoners … but they didn't seem to blow any bridges.

GAMING BINGFORCE

Here, then, readers are invited to recreate some of the exploits of Bingforce in the spirit of what might have happened if everything had gone perfectly. With that in mind, I present two very niche and unequal thematically-linked scenarios.

As the bridge mission is really a 'best-case scenario', I've taken the liberty of assuming that somehow a Bingforce half-troop managed to truck intact to a location some 50 kilometres behind enemy lines (this was the actual plan!). With tongue firmly in cheek, I've also given them the fighting chance of somehow arriving when it's not yet full daylight, so they can actually try to take advantage of their curious paint scheme. This really is a 'What If …'

The games are designed to be small and adaptable: suggestions are offered here for randomized reserves and late arrivals, but these can be readily substituted by similar or complementary models from players' collections. Similarly, the troops of Bingforce can be transplanted to other forces: an armoured car, a light recce car, and some engineers or pioneers in a transport are generally available to any nation.

Sorting out the traffic – British forces move inland off the D-Day beaches.

© Public Domain

Bingforce encounters serious, unexpected enemy opposition to their mission outside a French farm complex.

I've used *Bolt Action*, as it fits the scale and low model count well; with a little imagination, it should be possible to transplant this to other rules. Where details other than reserves need to be randomized, players are encouraged to use whatever means they prefer.

Be warned: the Bingforce scenarios are designed to help players tell a story; they're not balanced for ultra-competitive play! In both of these missions – especially 'Blow the Bridge' – the British are unlikely to achieve success unless their commander has both skill *and* the luck of the Devil…but at least they can strive to fail magnificently!

SCENARIO 1: Dash from dawn

Having limped their way off Juno Beach, the half-troops of Bingforce started out toward their various objectives: to secure important routes, to blow bridges, and to gather information. The scenario 'Dash from dawn' is designed to provide players with an amalgamation of what *should* have happened and what *did* happen. Here, a half-troop is flying along in the half-light en route to their bridge objective, zooming past or engaging assorted German units in the process!

Forces

This scenario is designed to be played between a small British (and Allied) force and a small but increasing German force; players will need to choose various plausible units from their collections as they see fit to either match or approximate the suggestions below.

The British starting force is as follows, all units are rated as 'Veteran':

- One Daimler Dingo
- One Daimler Armoured Car with Littlejohn adaptor
- One M5 halftrack
- One 1st Lieutenant
- One 2nd Lieutenant (to represent a senior engineer NCO)
- Two five-man sections of Royal Engineers, armed at the player's discretion; these start in the halftrack.

The German starting force should comprise **five** of the entries from the table on page 29, chosen randomly – they will require order dice as normal (see 'Special Rules' for reinforcements):

Set-up

This scenario is played on a standard 6'x4' table with the British axis of advance being north to south, long edge to long edge.

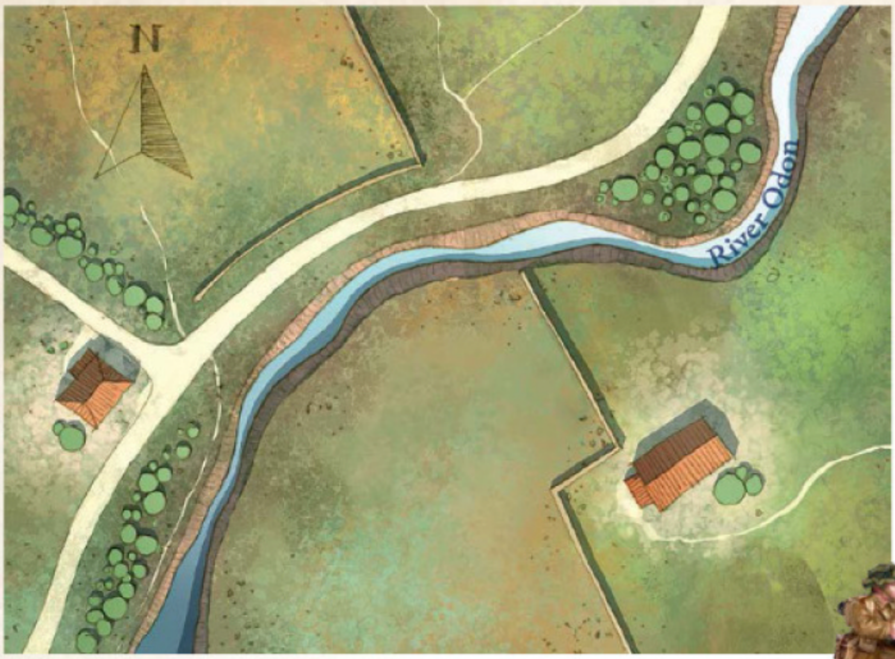
The board is fairly spartan but dominated by an impassable river meandering from the western end of the south edge to the eastern end of the north edge. On the north bank a road follows the bend of the river (north edge to south edge) and has a junction branching off to the west.

The terrain is mostly grassy (this area seems not to have been flooded) but there are small, densely wooded copses and treelines along parts of the river bank that should block line of sight, a couple of farm buildings as indicated, and some low stone walls.

Deployment

The German player's starting force can deploy anywhere in the southern half

2D6	German player's starting force and 'haphazard reinforcements' (re-roll any duplicates)
2	A light armoured car, such as a Sd.Kfz. 222 (reg.)
3	A Kradschütze motorcycle and sidecar combination (reg.)
4	A full-strength squad of SS or Hitlerjugend with an LMG and three Panzerfausts (vet.)
5	A half-squad of five Heer Grenadiers with an LMG (reg.)
6	A full-strength LW Field Division squad with LMG and 2 Panzerfausts (inexp.)
7	A Kübelwagen with a mounted MMG (reg.)
8	A depleted squad of one NCO and three Heer Grenadiers; the troops have rifles, one Panzerfaust, and two pins (vet.)
9	A captain (vet.) with no assistant in an unarmed field car (inexp.)
10	An unarmed truck (reg.)
11	A depleted squad of eight Heer Grenadiers; they have rifles, two Panzerfausts, no NCO, and three pins (reg.)
12	A Sturmgeschütz (StuG) III (reg.)



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Map for SCENARIO 1: Dash from dawn.

of the map; Bingforce start off-board but must enter within six inches of the road on the northern edge. They do not need to test to enter the table.

Special rules

Haphazard reinforcements (1): The early hours of D-Day were riven with confusion and upheaval. From the start of turn two onwards, *each* player rolls two dice to see which nearby units – if any – might appear on the board: the German player consults the table above, whilst the British player rolls on the table below. They do not need to pass an order test to enter, but they will require additional order dice. They may enter on either a 'Run' or an 'Advance' order, and whilst Allied reinforcements must enter from the northern table edge, German units may enter from any point along a randomly determined board edge – north, east, south, or west. Players are encouraged to substitute similar units from their available collections if needed.

Friend or foe?: The strange decision to paint the Bingforce vehicles black with minimal Allied stars left troops from both sides confused. Any German unit that has successfully received an order to shoot at the vehicles must first take and pass an additional order test (even if it has no pins) with all appropriate modifiers. If they pass, they may shoot at the Bingforce vehicles as normal and need not test again. If they fail, they cautiously hold their fire.

(NB: For 'Advance' orders, this extra test occurs after the movement; if firing from 'Ambush', the test is taken after the target is declared but if failed, the unit remains in ambush and the dice is not turned to 'Fire'.)

Similarly, any non-Bingforce Allied unit in range and line of sight of a Bingforce vehicle which fails an initial 'Advance' or 'Fire' order test will instead engage the nearest Bingforce vehicle to the best of its ability.

Night fighting: This scenario is taking place in the grey light of the dawn. To represent this, use the 'Night Fighting' and 'Dawn Assault' rules from page 219 of the *Bolt Action* rulebook.

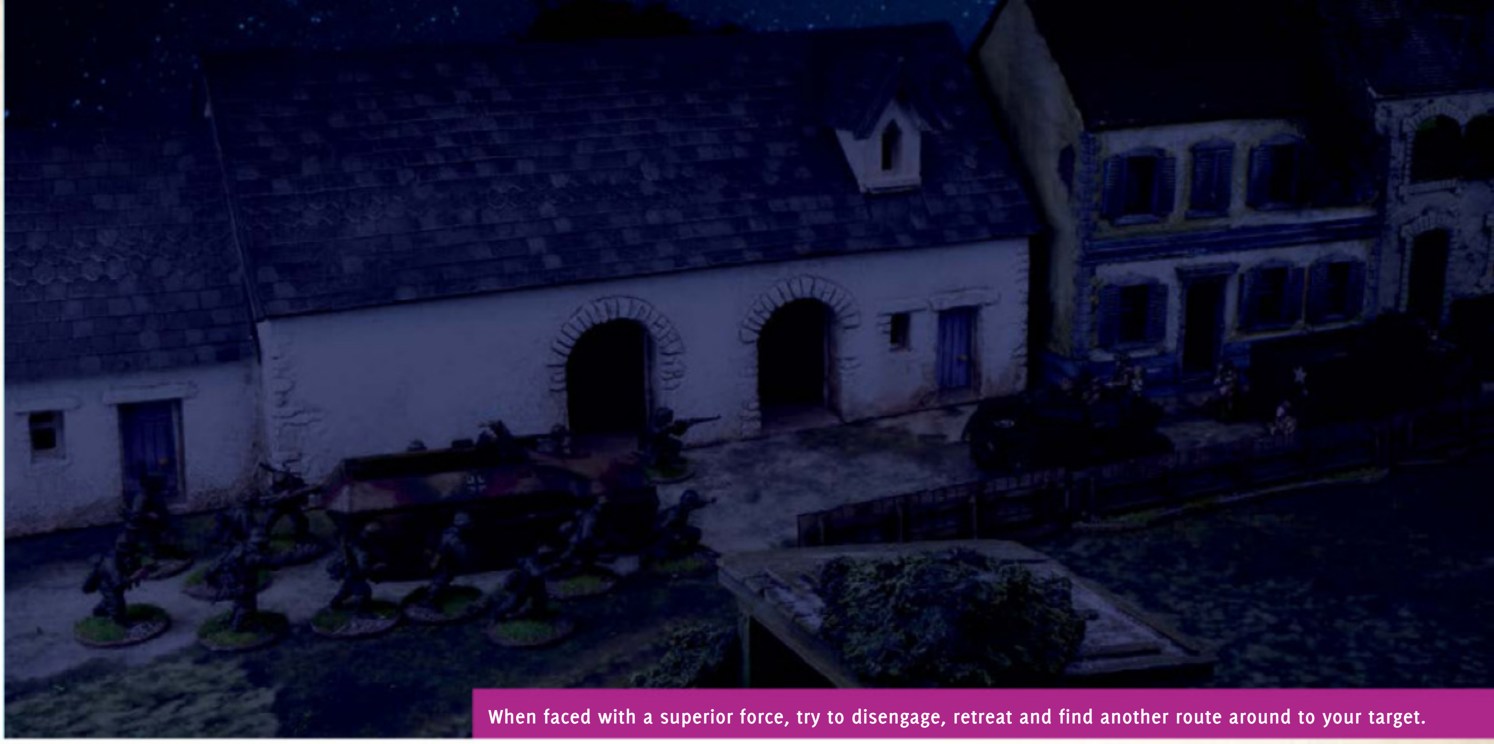
Achtung! Jabo!: As soon as dawn arrives and the visibility is no longer reduced, a new danger becomes apparent. At the start of the first turn of daylight, players randomly choose one vehicle on the table – *regardless of its nationality* – to be the target of an airstrike from an over-enthusiastic USAF ground attack aircraft, confused by the strange vehicles. Use the 'Warplane Attack Rules' on page 86 of the *Bolt Action* rulebook: the attack automatically comes in, and it counts as a ground-attack aircraft. The only change to the published rules here is that when placing the aircraft model or token 18" away from the unfortunate target, it is to be in a randomly generated direction. If this ends up being off-table, swivel it until it's just on the edge. All other aspects – including flak fire and pins – are resolved as normal.

Haphazard reinforcements table for scenario 1

2D6	British player's haphazard reinforcements (1)
2-5	Nothing friendly this turn!
6-7	An Airborne Recce Jeep (veteran) OR an additional Allied armoured car (regular)
8-10	A section of seven rather lost but well-armed British or Canadian Airborne (veteran)
11-12 Allies!	A Sherman tank that has thrust surprisingly far inland (regular)

Haphazard reinforcements table for scenario 2

2D6	'Haphazard Reinforcements' 2: First result	Second result (re-roll thereafter)
2-3	A light armoured car, such as a Sd.Kfz.222 (Regular)	A crewed but empty Sd.Kfz.251 (Inexperienced)
4-5	A squad of 8 Heer Grenadiers with an LMG and a Panzerfaust (Regular)	A crewed truck or field car, unarmed and empty (Regular)
6-8	A Captain with assistant (Regular)	A Medic with assistant (Veteran)
9-10	A half-squad of 5 Heer Grenadiers with rifles and a Panzerfaust (Inexperienced)	A half-squad of 6 SS, with rifles and two SMGs (Veteran)
11-12 Allies!	A section of 7 rather lost but well-armed British or Canadian Airborne (Veteran)	An Airborne Recce Jeep (Veteran)



When faced with a superior force, try to disengage, retreat and find another route around to your target.

Objective

The British player must move Bingforce off the map within 6" of the south-west corner; the German player must try to prevent this from happening. Note that in this scenario, British units are allowed to deliberately move off the table, but they may not return.

Game duration

At the end of turn 7, roll a die: on a 1, 2, or 3 the game ends; on a 4, 5, or 6 one final turn is played.

Victory!

At the end of the game, the British score 3 victory points for each of the original seven Bingforce units to exit from the south-west corner; the Germans score 2 victory points for each Bingforce unit they destroy. No other units are counted.

SCENARIO 2: Blow the bridge!

Whlst Bingforce half-troop 5 is going full-pelt to destroy the main road-bridge in Thury-Harcourt, we'll focus on a second half-troop - 3a - as they try to blow the secondary bridges which cut across the loop in the River Orne just to the north of the town.

Forces

This scenario is designed to be played between a small British (and Commonwealth!) force and a small German force; players might also take the opportunity to bring on other units from their collections as detailed below.

The British starting force is the same as scenario 1. The engineers are all equipped with explosive charges.

The German starting force should comprise the following units, rated as 'Inexperienced' where possible:

- One 2Lt
- Three five-man sections of inexperienced Heer mostly armed with rifles
- One MMG team

Set-up

This scenario is played on a standard 6'x4' table with the British axis of advance being down the length of it (north-south).

The targets are the two road bridges cutting across the neck of a loop in the River Orne: this should be represented by two broadly parallel lengths of impassable river travelling across the board, and a minor road running roughly north-south with a dogleg kink in it and branches coming off to the northwest and the southeast.

The terrain is mostly grassy (this area seems not to have been flooded) but there are small, densely wooded copses along parts of the river bank which should block line-of-sight. There are a handful of farm buildings as indicated and some light fence lines.

Deployment

The German starting force may be placed in any building on the map, with a maximum of one unit per building: these are second-line

The Inns of Court Regt were nicknamed "The Devil's Own". They'll need the luck of the devil for their mission.

Danger, heavily-armed danger, lurks round every corner for Bingforce soldiers.

troops, billeted around the bridge but - not expecting any trouble - are not set up to actively guard it. They are bleary-eyed and groggy from hitting the schnapps the night before, happy that they're not stuck in some draughty coastal bunker looking out across the inevitably empty English Channel.

Bingforce start off the board, but in Turn 1 they may enter (due to the peculiarities of the river loop) from any point clockwise from the Villers-Bocage road right round to the Croisilles road, including both roads. This is to be considered the Allied board edge. No unit needs to test to enter the board.

Special rules

Bleary-eyed: the German troops do not expect to be attacked so far inland and are sluggish getting into action. Each German unit deployed on the board starts the game with d3 pins.

Friend or Foe? This special rule is in effect for this scenario but only until any Bingforce unit opens fire.

Demolitions: All of the Bingforce infantry units - this includes the officers - are Royal Engineers: highly trained and equipped with explosive charges taken from their halftrack. In order to demolish a bridge, any Bingforce infantry unit in base-contact with one must receive a DOWN order for two consecutive turns. At the very end of the following turn, it will be destroyed: centre a 4″ blast where the engineer unit was in contact with it in case there are any units foolish enough to still be nearby.

Act on Initiative: Bingforce were encouraged to use their initiative and make use of what they found behind the lines. If any Bingforce infantry happen to end a turn near enough to an empty enemy transport for it to be counted as 'destroyed', the player may capture it instead. Remove one man from the capturing squad to act as the driver, and the vehicle henceforth is counted as part of Bingforce and receives its own order die.

Haphazard Reinforcements (2): From the start of turn two onwards, just one player rolls two dice and consults the table (p.30) to see which nearby units might appear. They do not need to pass an order test to enter the table, but will require additional order dice. They may enter on either a RUN or an ADVANCE order and must enter from any point along a randomly determined board edge - North, East, South or West (this goes for both German and Allied reserves). Players are encouraged to substitute similar units from their available collections if needed:

Objective

The British player must try to destroy the two bridges and escape; the German player must try to prevent this from happening. Note that in this scenario, British units are allowed to deliberately move off the table from the Allied board edges, but they may not return.

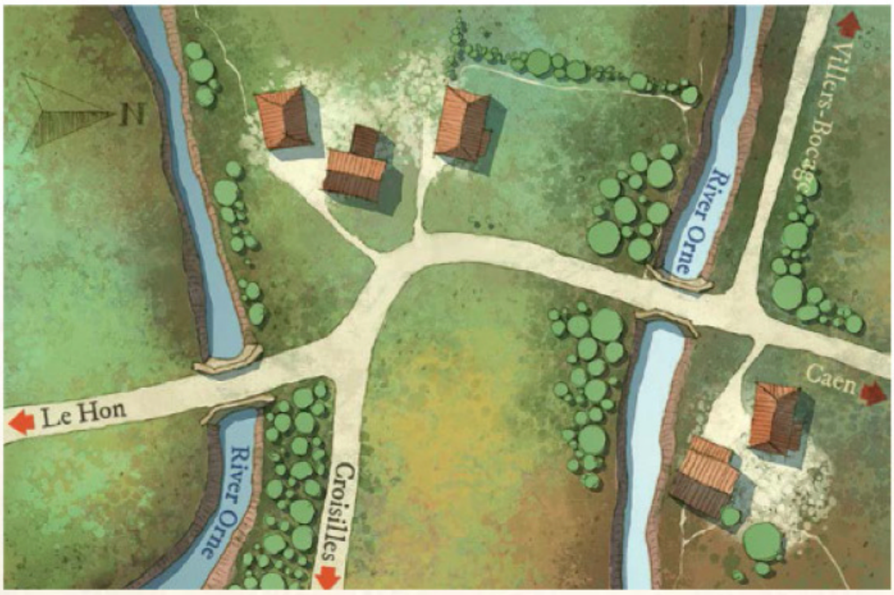
Game duration

At the end of Turn 7, roll a die: on a 1, 2 or 3 the game ends; on a 4, 5 or 6 one final turn is played.

Victory!

The British score 1 victory point for each bridge destroyed, and 1 victory point if at least three of the original seven Bingforce units escape from the Allied board edge. The Germans score 1 victory point for each bridge still intact, and 1 victory point if fewer than three Bingforce units have escaped as described. **WS&S**

This article is dedicated to sapper Tom Finigan.



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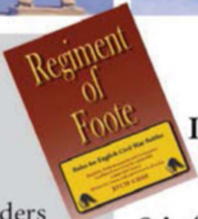

1. Light gun(2)
2. Medium gun
3. Heavy gun £3
4. Gun crew loading
5. Gun crew firing
6. Empty horses +holders
10. Pikes vertical cast on pikes
11. Pikes vertical open hand
12. Pikes horizontal cast on
13. Pikes horizontal open hand
14. Pikes 45° cast on pike
15. Pikes 45° open hand
16. Foot command standing
17. Foot command advancing
18. Halberdiers
19. Wounded foot
20. Dead foot
21. Dismounted dragoons
22. Cav+ pistol+helmet
23. Cav + sword+ helmet
24. Cav+pistol+Hat
25. Cav+sword +hat

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27. Cavalry Cmd+helmet
28. Wounded cavalry
29. Mounted generals(3)
30. Cuirassiers
31. Cuirassiers cmd.
32. Lowland Muskets
33. Lowland Pikes
34. Lowland Comd
35. Highland sword
36. H'land lochabre Ax
37. H'land command
38. H'land wounded/dead
39. Scots lancers
40. Scots Generals

41. Frame guns (light x6)
42. Mounted trumpeters
43. Very light guns (2)
44. Mounted dragoons (hat)
45. Scots gun crew
46. Irish muskets
47. Irish pike
48. Irish command
49. Irish pike (open hand)
50. Armed peasants
51. Scarecrow and peasants
52. Breach parties
53. Irish pike vertical
54. Sprinkles(stocks/drunk)

55. Royalist game markers
56. Parliament game markers
57. Scots game markers
60. Muskets rest + hat
61. Muskets rest +cap
62. Muskets advancing
63. Muskets loading
64. Muskets fighting
65. Muskets hat
66. Muskets cap
67. Muskets marching
68. Muskets standing
70. Plague physicians
71. Dragoon on foot
72. Dragoon cmd. foot
73. Dragoon cmd. mtd.
74. Dragoon cmd. drum
75. Dragoons hurrying
76. Cuirassier sash/plume
77. Cuir. cmd. sash/plume
78. Highlander muskets

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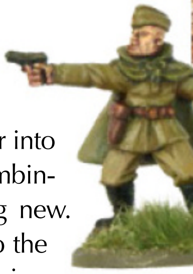
CONVERTING SCENARIOS INTO SOMETHING NEW

TAKE A SCALPEL TO YOUR SCENARIO!

I have to confess something to you. I don't have a lead mountain, instead, I have a scenario pile (and a heap of unpainted plastic, but let's not go into that). As an avid reader and rules collector, there seem to be way too many scenarios to ever play – and, with magazines, a stream of new ones arrive regularly. So do I need more?

By Pascal Baatz

© Alan Perry



As with the lead mountain, the answer is yes, of course. Putting historical scenarios aside for a moment, the standard attack/defend or meeting engagements are familiar sights in many rules. My fellow gamers and I have played them time and again, so these classics don't feel particularly challenging any more. Consider historical situations where the lay of the land, the fighting conditions, and the forces available were often messier and far more interesting; contrast that to the standard scenario framework designed for simple pick-up games and for balance.

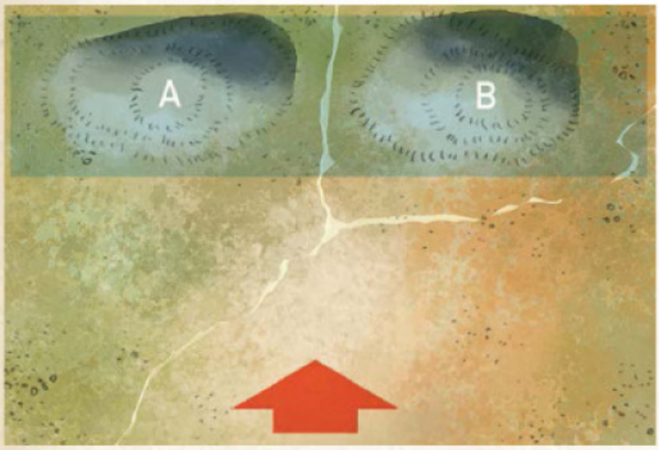
So how do we get more use out of the generic scenarios when a pick-up game is what we are aiming for at the weekend? Random terrain, events, and such are an option, but we can also take a page from the modelling side of our hobby to breathe fresh air into generic scenarios by combining them into something new. The trick is to bolt one to the other with creativity and imagination, just like we superglue a weapon to a civilian figure to create a partisan. Take out your scenario pile, it's scalpel time!

LEADING BY EXAMPLE

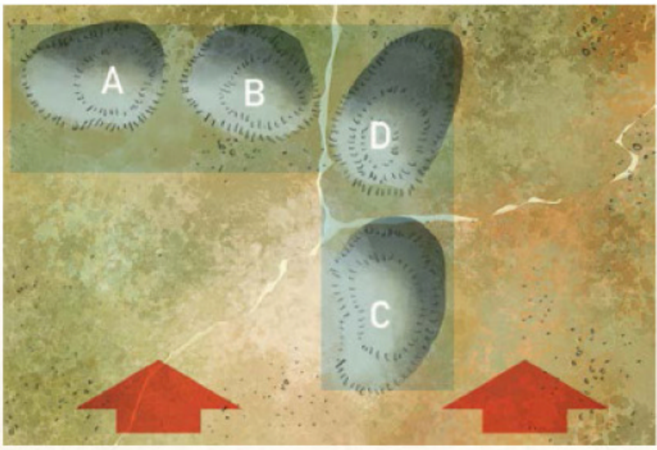
Let's take a look at a very simple 'take and hold' scenario, where the attacker arrives from the south edge of a 6' by 4' table in the first turn. The defender is tasked with guarding two hills (A and B) in their deployment zone, control of which determines the winner or if they are contested, a draw. The defender may only field 80% of the strength of the attacking army, but has the advantage of terrain.

We can introduce all sorts of variations such as reinforcements, random events, or a piece or two of extra terrain to spice it up. Let's concentrate on the terrain alone. What if we take the same scenario and put the two hills north to south instead of east to west? Also, let's have the attacker and defender have to split their armies evenly for deployment along their long edge of the table.

What if we throw in two extra hills (C and D) as objectives; with a little bit of



A simple generic defence scenario, ready for customisation.



The scenario is duplicated and turned to create a new one.

© Rocío Espín

The Russians have captured the high ground. But for how long can they hold it in the face of a massed enemy?

mixing and wiggling we have already designed a much more interesting situation. Objective C is close to the advancing enemy. Do the defenders try to hold on to it or relinquish control from the get-go to defend the other objectives in a more concentrated deployment? The attacker has his own challenges and options. Will he try to overwhelm objective C with superior force at the risk of getting stuck in? As the forces are the same but the objectives have doubled, the question becomes more pressing. There is also a lot of space on the eastern side now to develop a wide flanking manoeuvre. The scenario has evolved with some interesting tactical challenges beyond the simple 'take and hold' scenario.

With the basics in place, we apply the finishing touch. Some terrain and other features may have to be adjusted, such as the size of hills and deployment areas in this scenario.

BEFORE USING THE SCALPEL...

Let's talk about the technique before we get into more conversions. Much like in model converting, it helps to have a vague goal in mind particularly when looking for parts to use. As the wargamer is often thinking in the terms of 'bigger', 'more', it is also a good idea to consider limitations as well. There's no point converting a scenario designed for a 6' by 4' table for 500 points into a 12' massive 2000 points per side battle 'just because', if your mate only has a 500 point army and you only have a three hour gaming window to play in.

After deciding on the period, rules, and table sizes, it is time for the fun part: pulling out the 'bits box' and hunting for parts. Books, magazines, blogs, and forums are the most common sources. The hunt for scenarios need not be lim-

Don't hesitate to switch periods and scales when applying the scalpel, but formulate your aims first.

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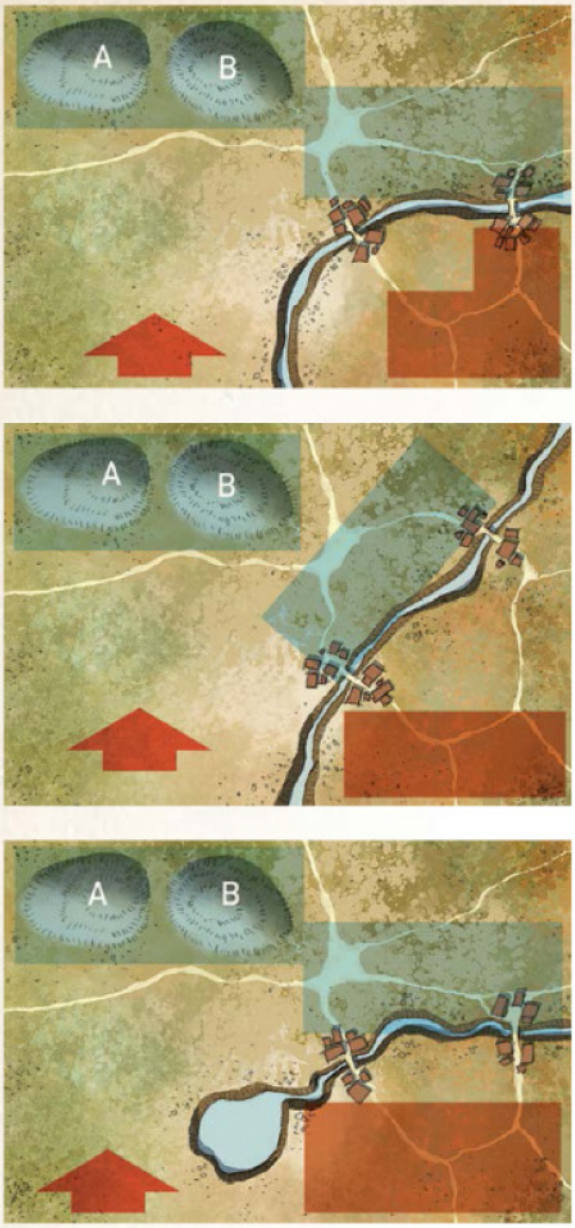
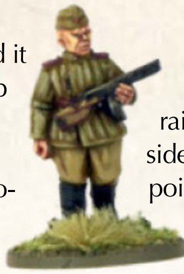


Adding three examples of rivers to our original map.

ited to this period or to generic ones. An ancients scenario with minimal tweaks can serve for World War 2. This is the creative phase and it is perfectly fine to end up with surplus bits.

When pulling it all together, we can toss out scenarios that don't seem to work and narrow our selection down. See if the scenarios fit onto our table size and best match our terrain collection. Don't worry too much about the exact deployment zones, special rules, victory conditions, or how to translate them to the chosen rule set, yet. The most important step in this phase is to arrange the basic ideas of the scenarios into something new.

Do consider linear terrain carefully. Rivers in particular can be a problem as they can hamper movement and create natural choke points, dominating the board. Gamers will either need to adjust the attackers points upwards, allow several crossing points or make the rivers less of an obstacle. For example, streams and rivers may peter out into an unobtrusive marsh or lake.



Last but not least, the fine tuning can begin. It might help to set up the table in order to get a feel for the size and position of the terrain. Now is the time to consider special rules, deployment points, victory conditions, and turn limitations need to be worked on to fit to the set goal. There is no point setting a goal if one side cannot reach it in a reasonable amount of time. Consider the game from both opponents perspectives and be scrupulously fair. The forces and how they deploy can be left separated so players have to effectively split their armies evenly between different sections of the table. Victory conditions can be taken from the original scenario or judged separately by summing up the wins and losses on both sides to determine the overall winner. Reversing roles and playing the scenario again is very insightful.

CUSTOMISATION IN ACTION

For my extended example I decided to customise a scenario for a 6′ by 4′ table. I wanted a river to play a role and for it to be an attacker/defender style game. Everything clicked into place when I read about the battle at Quatre Bras scenario that aligns the river perfectly and is also in the attack/defence category. In the fine-tuning step I decided to file off a lot of remaining details, especially about Quatre Bras. This was mostly done in order to keep the scenario generic and usable in any setting I wished, be it ancients through to modern day. For now, I'll call it 'Perekrestok', imagining it as a Russian Napoleonic scenario or perhaps an eastern World War 2 one.

PEREKRESTOK SCENARIO

Forces: Blue fields an army of 1500 points. Red fields 1250 points.

Deployment: Players set up their units in an alternating fashion, starting with the blue player. Red has to leave 250 points off the table as reserve. It can arrive from turn 4 onwards and has to move onto the table from the central northern road (in column or limbered).

Terrain: All hills are gentle; forests are rough terrain. The river can only be crossed by bridges or the

Rivers are natural choke points. A challenge for designer and retreating German alike!

© Alan Perry

The Russian defenders withstood the onslaught, but at what cost? Vignettes improve the battlefield in another way.

ford. There should be a gap between the end of the river and the woods wide enough to move a unit in column through.

Game length: The scenario lasts a limited number of turns adjusted by the ruleset used. We used *General D'Armee* and played 16 turns. With *Bolt Action*, it might have been six.

Victory conditions: Whoever was in control of the west-side hill, the central village and east-side hill at the end of the game gains one victory point per objective.

CLUB ACTIVITIES

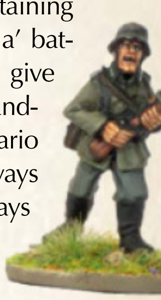
Converting scenarios can be a fun group activity. Players can discuss beforehand who is the attacker and where their chosen scenario will roughly be situated. Then they choose one of their liking from their very own scenario pile without knowing what the other side chooses. One side might try to surprise their opponent with a pincer scenario as the attacker, but end up with a prepared defence scenario that will blunt the surprise of the flank attack.

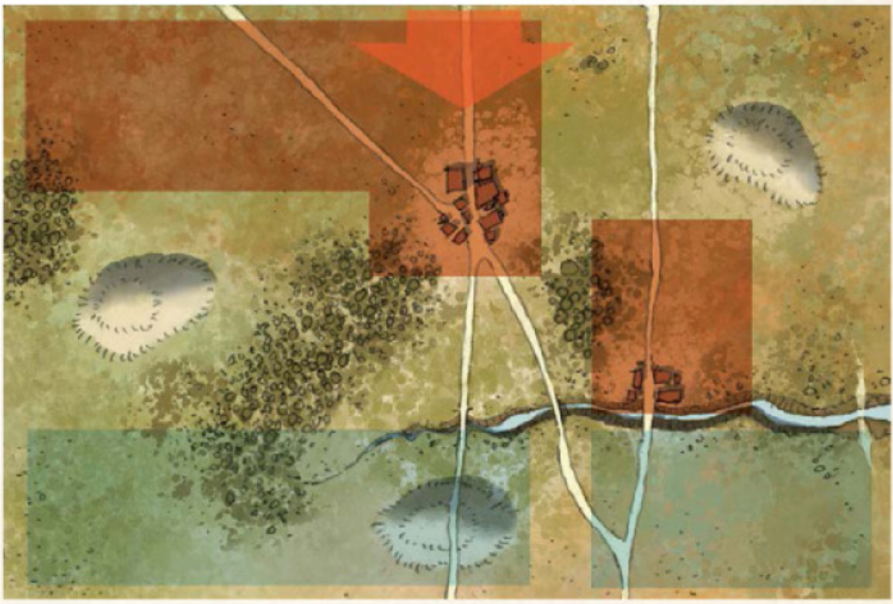
It takes the proper spirit to arrive at a balanced result at times, so a referee might come in handy for the final phase of putting all the parts together. In fact, a referee can come up not only with a scenario but also with briefings for each side, with what limited knowledge they know of the battlefield. For example, take our 'Perekrestok' scenario - the Red defending side might know the terrain better and be able to pick forces for it. For the Blue attacking side it's the other way around. What's on the board is left vague in the Blue players' briefing, and the attacking forces are assembled with this limited knowledge. As the game unfolded, Blue prepared for an armoured assault up the far right (eastern) flank, only to be confronted with the river being in flood and the ford unsuited for the tank-heavy force to cross.

This is a quick and easy way to expose players to problems of historical commanders who often didn't have the complete or correct picture of what they were heading into.

CONCLUSION

Taking a scalpel to scenarios to try something new can be an entertaining way to move away from 'vanilla' battlefields. In addition, they can give an insight into what real commanders faced in the field. If a scenario feels unbalanced, you can always change sides and see how it plays from the other side. Whatever you do, have fun! **WS&S**

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The Perekrestok scenario map, the arrow indicates the arrival point of Red's reinforcements.

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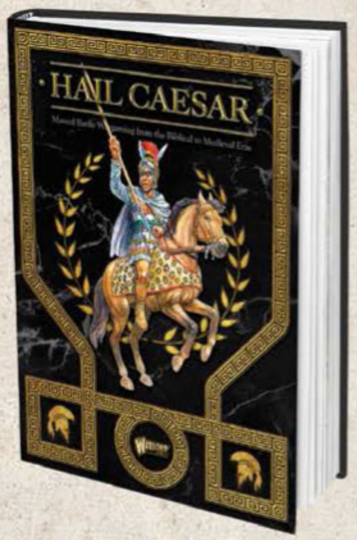
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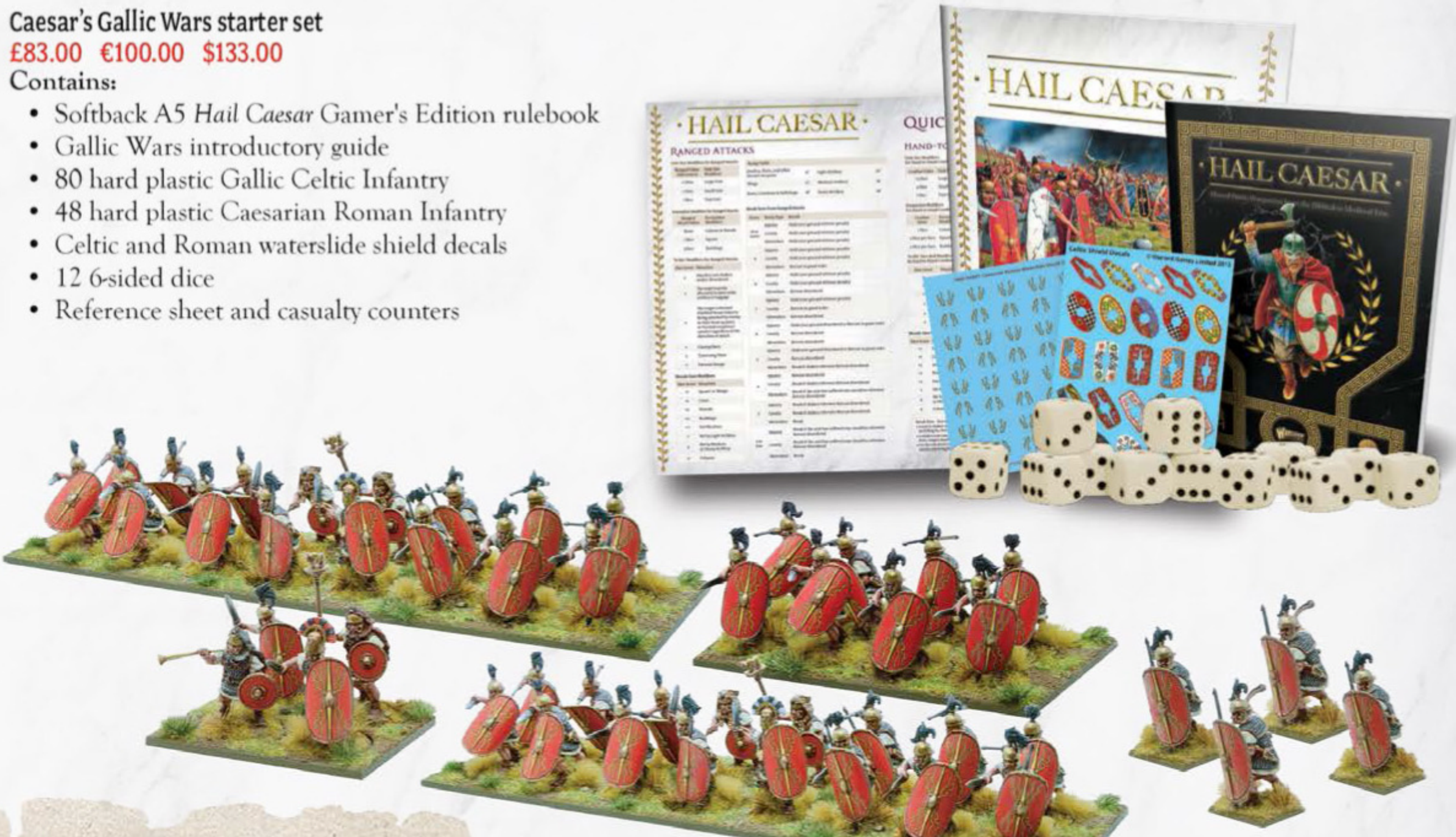
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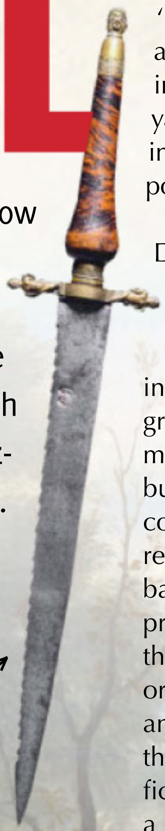
EVOLUTION OF THE BRITISH INFANTRY: 1642 – 1720

RED WALL

The red coat is synonymous with the British soldier, though now only found worn by ceremonial guards from Household regiments. The common theory about its adoption tracks to Parliament's New Model infantry, but red is integral to the English flag and its choice may be as simple as that. The Irish were calling English invaders 'redcoats' during the reign of Elizabeth I, so its use predates the civil wars by more than 50 years.

By Barry Hilton

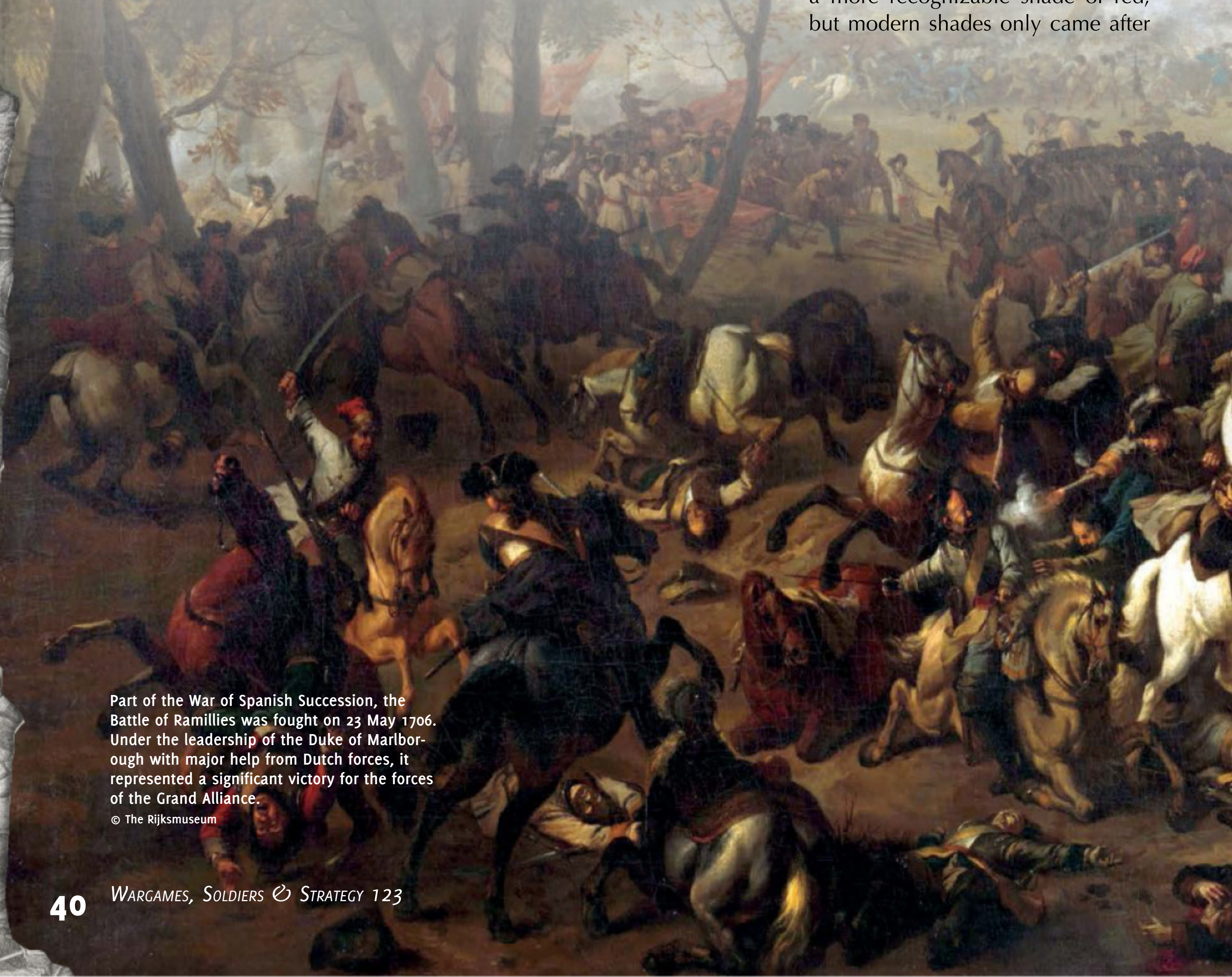


Dating to ca. 1690, this plug bayonet was used by an English officer. By sticking such a weapon into the muzzle of a musket, it could be easily converted into a lance-like weapon.

© The The Cleveland Museum of Art

The use of red is not exclusive to the British but is also found in Saxon, Danish, and Swiss armies – although in the mind of the average human, 'redcoats' are only ever one nationality. Numerous hypotheses abound, including the common but unlikely yarn that red coats disguise a bleeding wound. Why would that be important to the British and no one else?

During the first 50 years of their existence, the English, Scottish, and Irish armies and county militias used a variety of coat colours including green, white, yellow, blue, grey, brown, and purple, but red was most common from the 1670s. Most, but not all, Scots regiments wore red coats, as did the Irish. The shades of red would vary dramatically from batch to batch as no common dyeing process was used. Scarlet was not the colour of British uniforms; a brick or madder red was far more likely, and this would fade quickly to anything from rusty brown to pink. Officers' coats are likely to have been a more recognizable shade of red, but modern shades only came after

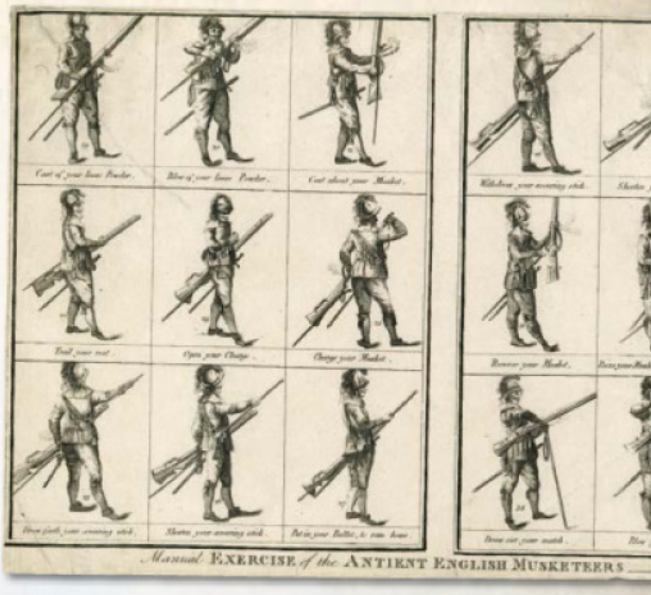


Part of the War of Spanish Succession, the Battle of Ramillies was fought on 23 May 1706. Under the leadership of the Duke of Marlborough with major help from Dutch forces, it represented a significant victory for the forces of the Grand Alliance.

© The Rijksmuseum

the Industrial Revolution. Regiments were distinguished in two ways: by the colour of turned-back coat cuffs, waistcoats, and occasionally breeches, and by companies' and colonels' colours, which had no standard design pre-1700. By the early 1720s, red had become the default coat colour, with a limited palette of facing colours used in contrast. Regimental flags were standardized on the Union design for the monarch's colour accompanied by a battalion colour with a field normally in the facing colour. The creation of a numbering system to denote seniority was another alignment, which eliminated the confusing but more characterful convention of identification by the proprietor's name or title. By the period of serious empire building during the second quarter of the eighteenth century, the army had adopted several conventions synonymous with the stereotypical redcoat tradition.

Like other long-established organizations, the British Army has had a chequered and eventful history. It has not all been laurels, glory, and triumph. British island regiments had worked as mercenaries in Europe back to medieval times, but during the period of the army's creation, overseas service assumed an industrial scale. Scots, English, Irish, and mixed regiments served the Dutch, French, Spanish, and Swedes. Predominately Welsh regiments did exist during this period but identification as such is not easy apart from obviously named county militias. Often, the number of regiments in foreign employ was enough to create permanent brigades numbering thousands of men. Companies and individual officers served even further afield including Russia, Denmark, and Austria. Soldiering was a profession. The word 'mercenary' did not have any of the negative connotations that exist around the term today. A trawl through the officer corps of James II (VII)'s and Willem van Oranje's armies illustrates


Cast off your loose Powder.
Blow off your loose Powder.
Cast about your Musket.
Withdraw your scouring stick.
Trail your rest.
Open your Charge.
Charge your Musket.
Recover your Musket.
Draw forth your scouring stick.
Shorten your scouring stick.
Put in your Bullet, & ram home.
Draw out your match.
Manual EXERCISE of the ANTIENT ENGLISH MUSKETEERS

A late-eighteenth-century etching that shows a manual exercise for an English musketeer towards the end of the seventeenth century.

© The Anne S.K. Brown Military Collection

John says:

SOLID LEADERSHIP

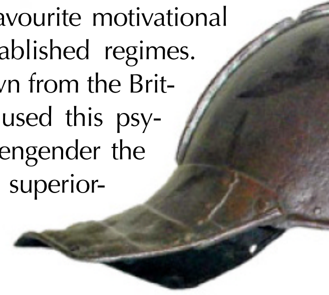
Being nobility might give a good education, but is no guarantee of military skill nor bravery. Redcoats fight best when well led and well supplied, which is for the most part down to their commander.

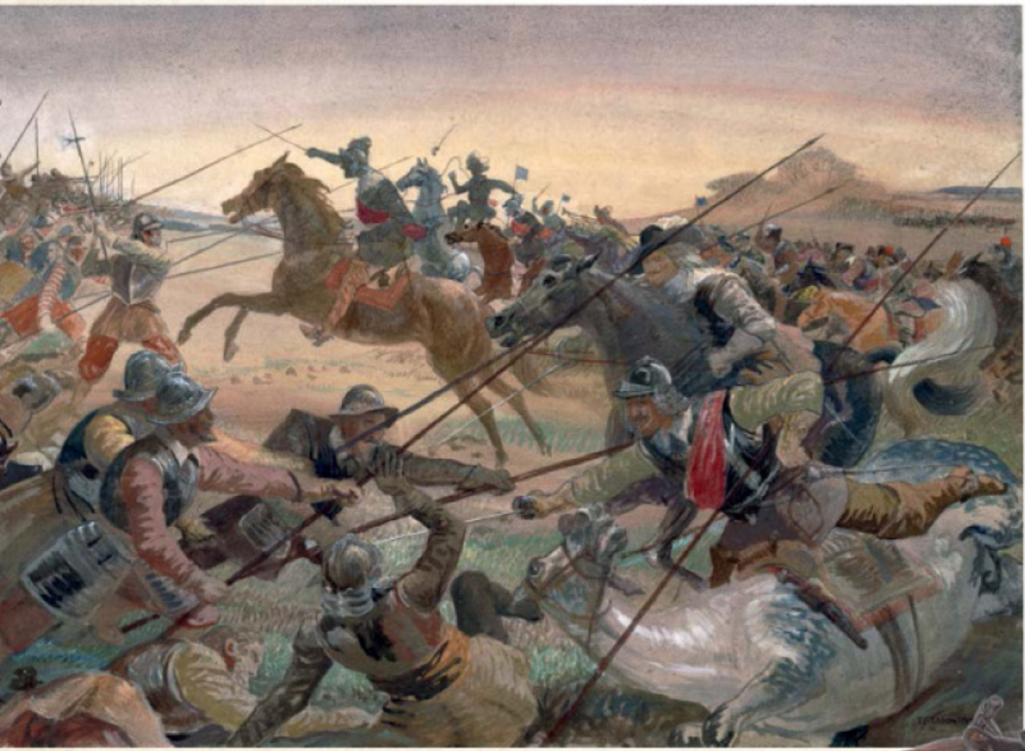
An English buff coat, dated to ca. 1640 – 1680. Such garments were commonly worn by soldiers fighting on both sides during the English Civil War period. At this early date, the colour of military clothing could still vary widely. The classic red now associated with British soldiers started to become common in the 1670s, but would not become the standard until the 1720s.
© The York Museums Trust

that most senior ranks now arrayed against one another had served together in the Dutch, French, or Austrian establishments prior to 1688. These large foreign armies are where British soldiers of all ranks learned their trade.

British field armies serving overseas have always been relatively modest in size. Rarely did they campaign alone, often being a component of an ensemble of allies. Most of the time, they formed the minority of available manpower, but British history has appropriated many coalition victories over the centuries for shameless political purposes. From the glory of Blenheim and Waterloo to the defeats at Neerwinden and Fontenoy, the redcoat was in the minority, although they were usually able to demonstrate a disproportionately high level of contribution pro rata. By 1714, redcoats had served with mixed results in North and Central America, the Caribbean, Africa, India, Italy, Flanders, France, Spain, Germany, and Ireland. They tasted defeat many times, but those events are often buried deep in books void of mass appeal.

Attitudes are formed through experiences. Fighting alongside troops of other nations provides knowledge, highlights good and bad practice, allows for comparison, develops respect and contempt, and influences fighting style. Combine this with inherent national attitudes, the isolation of an island race, and suspicion of foreign religions, food, and customs, and the psychology of the average redcoat becomes more understandable when placed in the context of the recruitment pool. It serves the politicians of a nation well for their soldiers to be suspicious of others' motivations and feel contempt toward enemies. Nationalism, or patriotism depending on your viewpoint, is a favourite motivational tool of most established regimes. The officers, drawn from the British ruling class, used this psychology well to engender the culture of martial superiority and discipline through the class system.



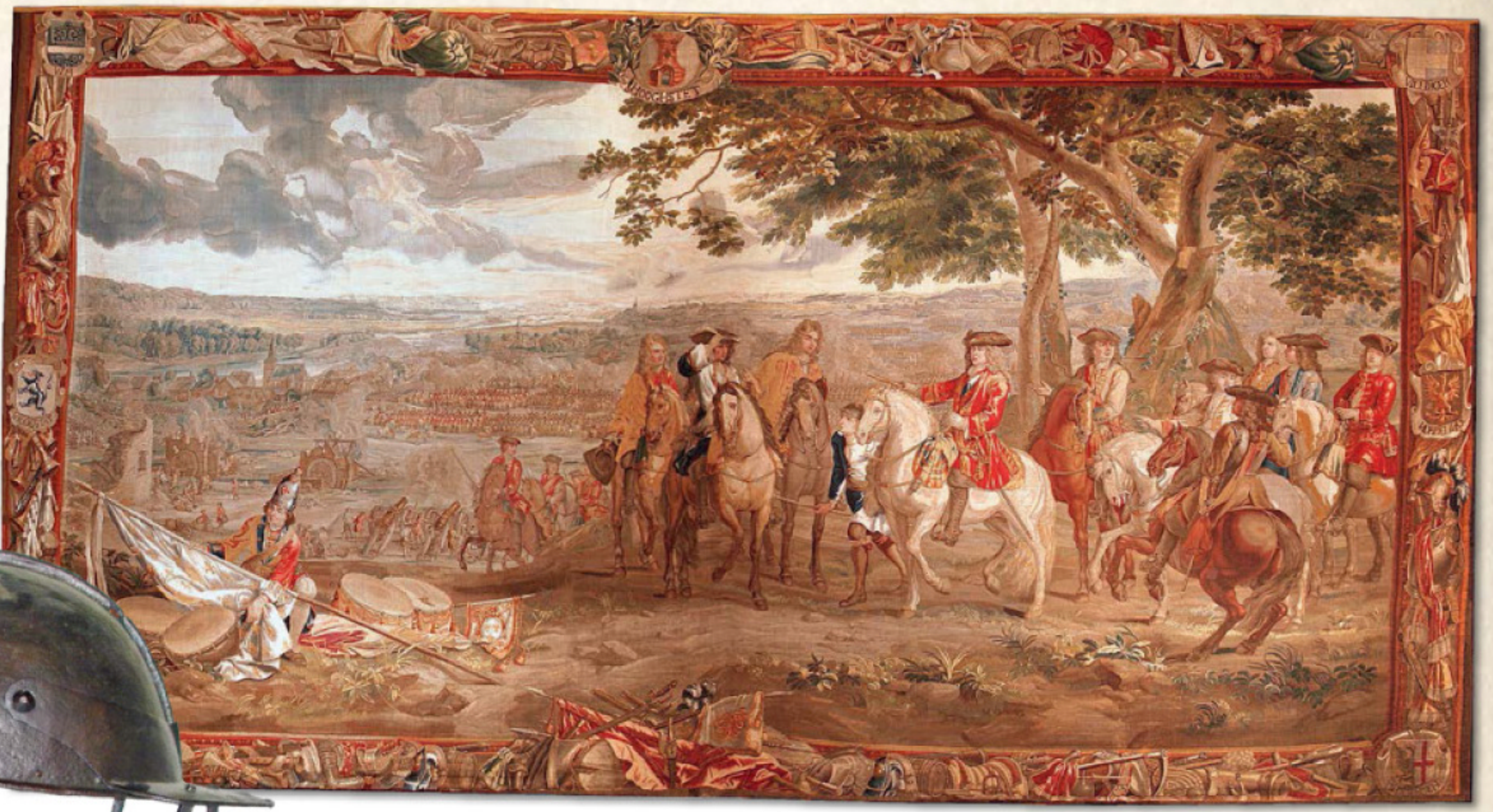


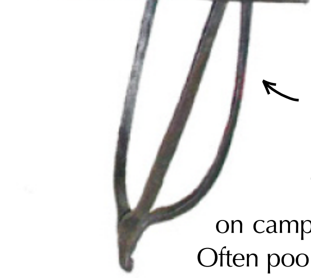
This watercolour by early-twentieth-century artist Tom La Fontaine depicts the 19 March 1643 Battle of Hopton Heath. Fought during the First English Civil War, the battle involved a Royalist force composed mainly of cavalry facing off against a Parliamentarian army that was mostly infantry. Despite suffering heavy losses from multiple cavalry charges, the Parliamentarians held firm. The results of the engagement were indecisive, with both sides claiming victory at the end of the day.
© The Anne S.K. Brown Military Collection

WARGAMING THE REDCOAT

From a wargaming perspective, it is no coincidence that the most popular historical phases for using redcoats are the War of Spanish Succession and the Napoleonic Wars. The cult of invincibility is built around two conflicts during which victories were achieved and the supreme commanders lionized. Less obvious is that in both cases, Britain was a partner of a very large coalition; that at many major engagements, allied troops outnumbered the British significantly; and that the reputations and competence of foreign generals has been repeatedly subordinated to the prominent Briton in both conflicts. This narrative was peddled particularly hard during the Victorian era and its legacy remains. None of this should diminish the achievements of the men and regiments which served; however, to understand the psyche of the British soldier, all external influencing factors must be taken into account.

The redcoat has never owned a reputation for elan or battlefield dash. The legacy narrative is built around discipline, determination, stoicism, and self-belief. Much of the army's fighting style had been honed by the type of campaigns it had been compelled to undertake. The trials of the redcoat





An English English triple-barred pott (also known as a lobster pott helmet), dated to 1630-1650.
© The York Museums Trust

on campaign are legion. Often poorly supplied and equipped by a distrustful and parsimonious parliament, outnumbered, operating beside allies with ulterior motives, far from home, led by aristocrats or gentleman adventurers with little military competence, and the constant object of hostile intent by a subjugated local population, redcoats developed an armour-plated collective psyche: they were self-reliant and firm in the conviction that no other troops fight as well. Individual and collective discipline allowed survival for protracted periods in hostile environments. They were resourceful through lack of supply. The army earned the right to grumble and complain about itself, but others did so at their peril. This burnished the army's reputation for toughness.

Redcoats frequently relied on well-ordered firepower, probably first learned from the Dutch during the late seventeenth century. The army had been, in general, cautious and not prone to rash advances or dependence on precariously long supply lines if these can be avoided. Its decision making was measured and rarely did it take extreme risks strategically. Run the same list for other armies over the centuries and many would have had different answers. The yang to this uninspiring yin was continuity. Risk aversion is a strong theme for the British Army and may be the key to its longevity.

CONCLUSION

All history is fascinating, but the formative 50 years of the modern British Army during which its reputation and image were formed is, to my mind, the most interesting period of a long, eventful, and bloody existence. An early if isolated European success occurred in 1689 at the Battle of Walcourt. A poorly equipped and ill-disciplined English expeditionary force had been packed off to Flanders by Willem van Oranje to avoid it mutinying at home and destabilizing his unsteady grip on power. Led by John, Earl of Marlborough, also under suspicion as a crypto-Jacobite, it contributed to a sharp victory over the French. This scenario is a cradle experience for the British (the English Army also included Scots regiments), who would not taste victory in Europe again for six long years. The redcoat had taken his first collective step in what would be an almost thirteen-decade-long contest with France. **WS&S**

A Pre-Ordnance Pattern English Sea Service Musket, dating to the very early eigtheenth-century. The famous Brown Bess, a mainstay of British armies for many decades, was introduced in 1722.
© Cowan's Auction House

Now hanging in Blenheim Palace, Oxfordshire, this eighteenth-century tapestry was commissioned by the first Duke of Marlborough to commemorate his triumph at the battle for which his grand home was named. At right, Marshall Tallard can be seen surrendering to to the Duke, while at left a common English soldier is shown sitting with the spoils of war. In the background, fighting still rages.
© Public domain

John says:

HELP FROM MY FRIENDS

Don't forget your allies! The Redcoats' numbers will always be limited, particularly on the continent. This means you are reliant on allied forces to bolster the line. Treat them well and those allies might just teach your troops a thing or two too…

John says:

THIN RED LINE

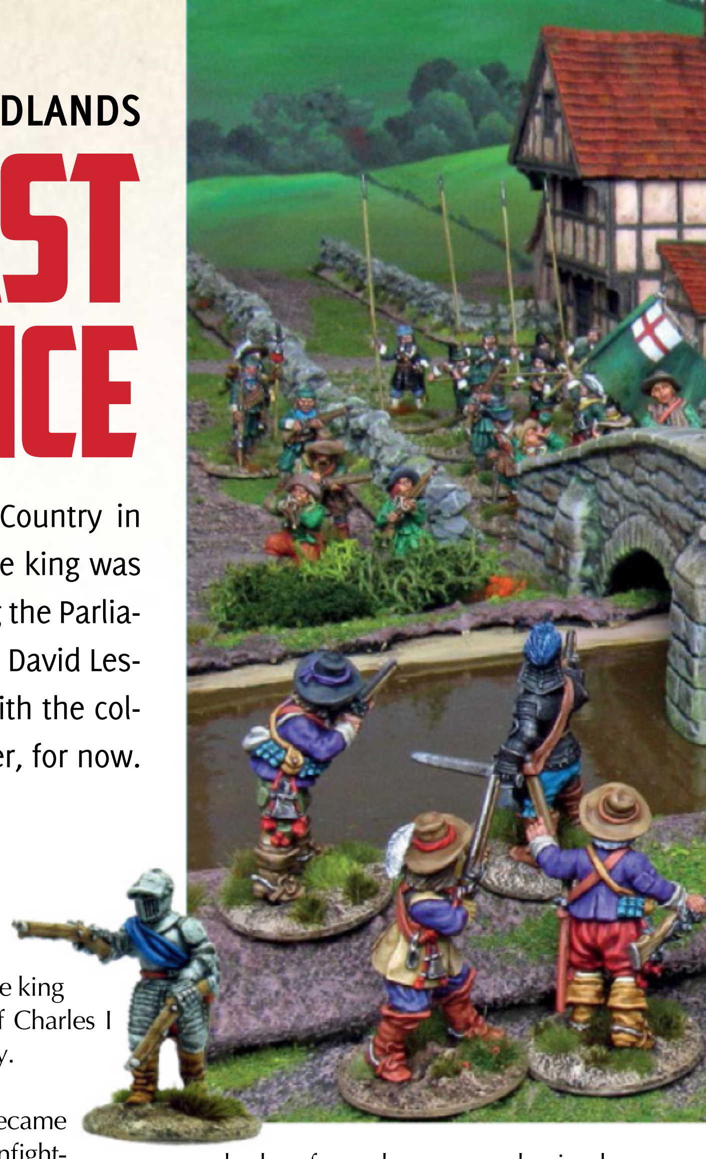
Most rule sets tend to make redcoats stoic in defence; so would you be if you were hundreds of miles from home and your only way back was to win! Use the tenacity of your troops to your advantage and anchor them on a strong position. Let the enemy attack, and whittle them down with firing by platoons!

DEFEATING A ROYALIST FORCE IN THE MIDLANDS

CHARLES' LAST ROLL OF THE DICE

After the New Model Army's pacification of the West Country in early 1646, the force moved to besiege Oxford, where the king was headquartered. Charles I left the city in disguise, avoiding the Parliamentarians, and surrendered to the Scottish commander David Leslie besieging Newark. Leslie took the king to Scotland. With the collapse of the Royalist cause, the English Civil war was over, for now.

By David Davies



Both the Scottish and English parliaments wanted peace, and they drew up a list of concessions for the king. Charles I, however, had other plans, and he stalled, buying time while secretly negotiating with the Scots.

Meanwhile, the English parliament divided into three factions. The Royalists supported the restoration of the king, the English Presbyterians wanted to promote their faith, and the Independents – a growing faction – believed (correctly) that Charles had no intention of making concessions and also opposed reforming the church. This faction backed the New Model Army; it had been the instrument to bring down the king and would be so again if Charles I attempted to raise an army.

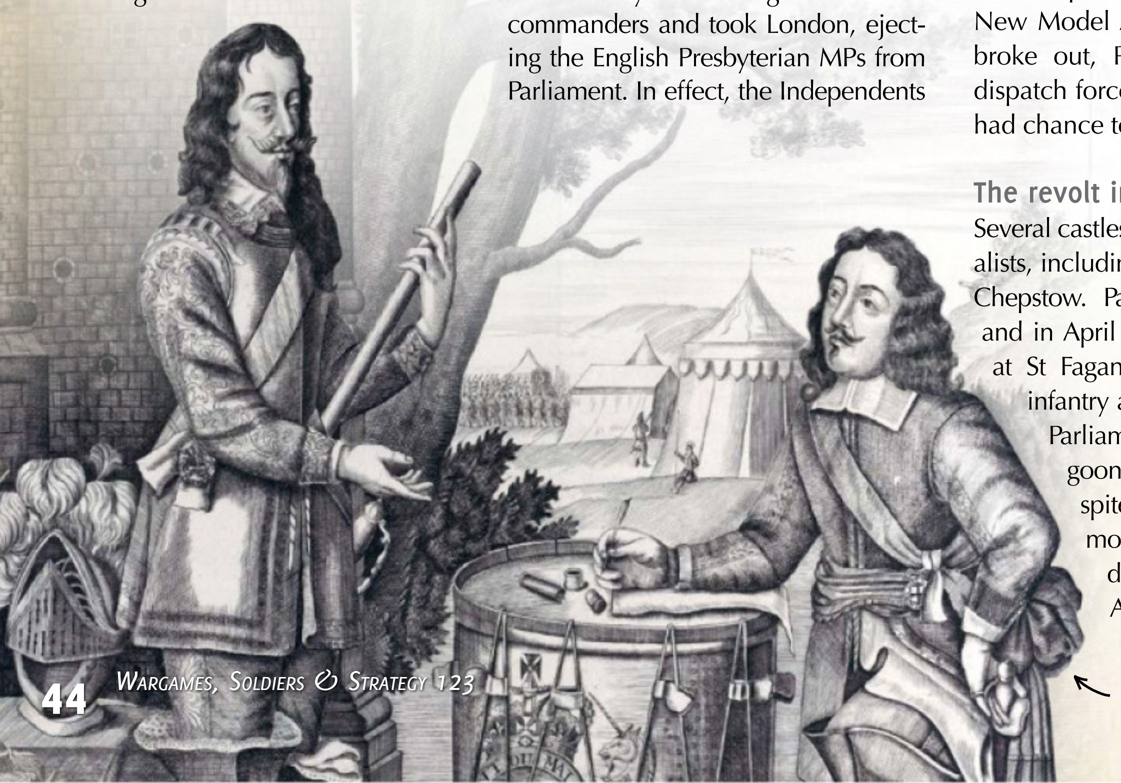
The New Model Army became a pawn in the factional infighting. While the arguments raged, the army wasn't getting paid, and finally became mutinous. When the English Presbyterian faction invited the king to London (effectively offering Charles his crown back without any concessions on his part whatsoever), the Independents reacted. The New Model Army swore allegiance to their commanders and took London, ejecting the English Presbyterian MPs from Parliament. In effect, the Independents had performed a coup and gained control. The Royalist and Presbyterian MPs joined the king and the Scottish Presbyterians. Thus started the second English Civil War.

THE REVOLT

With Westminster under their control, the Independents had control of the New Model Army. Where rebellions broke out, Parliament was able to dispatch forces and quash it before it had chance to fester.

The revolt in Wales

Several castles were seized by the Royalists, including Tenby, Pembroke, and Chepstow. Parliament sent an army and in April 1648 the two sides met at St Fagans, where 7500 Royalist infantry and 500 cavalry met 900 Parliamentarian horse, 800 dragoons, and 1000 infantry. Despite being outnumbered almost three to one, the highly disciplined New Model Army met the Royalists' at-



This early eighteenth-century engraving shows King Charles I with his Secretary of War, Edward Walker.

© The Metropolitan Museum of Art

The Royalists are caught off guard by the rapid advance of the New Model Army. Can they hold?

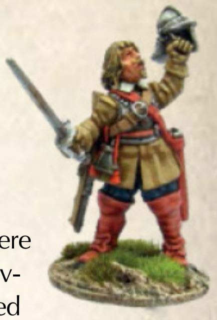
tempted ambush and held the line until the Parliamentarian cavalry charged the Royalists in the flank. Some 3000 Royalists were captured and the remnants retreated to Tenby castle. A revolt in North Wales was put down swiftly and soon, only Pembroke stood, as the walls were too thick for the cannon to make an impression. Eventually the castle ran out of water and surrendered. As soon as the castle fell, Cromwell took his men and marched north to meet the Scottish threat.

The revolt in England

The Royalists planned several uprisings, with the intention of dividing the Parliamentarians' attention and giving the Scots time to prepare an army and invade. Several isolated pockets of resistance flared up, but they were soon crushed by the organized Parliamentarian troops.

At Maidstone, the town was held by a mixed garrison of 2000 Royalist troops but was met by 4000 Parliamentarians and soon routed. The remaining Kentish Royalists attempted to march to London, only to find the city gates closed to them, so they made their way to Colchester. The Royalist garrison hoped for reinforcements, but the few active Royalists, such as the force at St Neots (see below), had been scattered and help never came. Colchester did not surrender until after the decisive Battle of Preston.

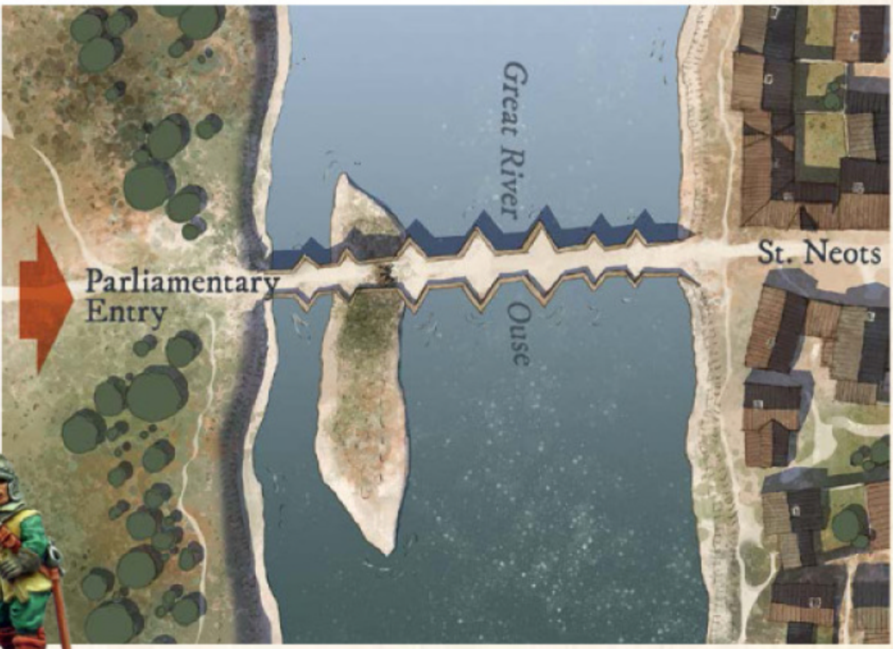
The Scottish invasion



All the Royalists' hopes were pinned on the Scottish Covenanter army, which marched south in early July. This army was not the veteran Scots army of the Bishops' Wars and first English Civil War. Many veteran officers and men declined to serve, so the army under the Duke of Hamilton consisted of raw levied men. The Scots forces met with Royalist forces under Baron Langdale at Carlisle.

A small vanguard of New Model Army cavalry attempted to slow the Scots' advance. Nevertheless, the Scots slowly moved south, taking Appleby Castle on 31 July, then headed for Preston. Due to disagreements in the command between the Scottish and English contingents, the invading army was scattered and Langdale's Royalists travelled separately. Meanwhile, Cromwell had marched his men from Wales, raised local levies at Doncaster, and met with the cavalry vanguard. They looked to attack at the first opportunity.

Cromwell's forces first met the English Royalists under Langdale at Preston Moor. Some 3000 foot soldiers and 500 cavalry were attacked by the Parliamentarian force of some 8500. While they fought bravely, they were soon overwhelmed, and Cromwell pursued the Scottish army.



© Rocío Espin

GAMING IN THE PERIOD

There were only a few large battles in the Second Civil War, but there were many smaller engagements, which are ideal to be recreated and played out as skirmish-sized games on the tabletop. There are plenty of examples of good games to choose from, whether it be the Royalist sorties at the sieges, rival foraging parties meeting, etc… One good example is the skirmish at St Neots.

ST NEOTS

The Royalists under the Earl of Holland and the Duke of Buckingham attempted to attack London on 4 July. They were probably trying to emulate Cromwell's seizure of Westminster the previous year, but with only 400 horsemen at their disposal, the attempt was easily repulsed at Surbiton and the force scattered. The remnants, now only some 200 cavalry, rallied and made camp at St Neots to regroup.

Parliament dispatched Colonel Adrian Scrope and 100 veteran cavalry to disperse the Royalists. The latter had stationed themselves in the town centre with a guard placed on the stone bridge. Scrope chose to attack at night, probably on foot as the moon was waning and horses would have been a liability in the darkness. The vanguard on the bridge was assaulted before the Parliamentarians moved into the town and attacked the inn where the Royalists were staying. Holland was captured, while several Royalists including Buckingham escaped. Some attempted to cross the Great River Ouse and drowned.

The New Model Army searches house to house (and church!) in St Neots to find any remaining Royalists.

The Duke of Buckingham chooses not to give up without a fight, before running away heroically!

This scenario is designed for use with *The Pikeman's Lament*, although it can be easily adapted to other skirmish rules. Fans of the old *Warhammer ECW* rules might be able to use those on a one-to-one scale.

The table

The scenery should consist of a bridge leading to a town with at least two buildings, one of which will be an inn and the other a townhouse being used as a barracks.

Recreating the old bridge over the Great River Ouze might be a challenge for most gamers to achieve, so feel free to use whatever bridge you have in your collection. The important aspect is to have the buildings on the other side of the bridge.

Parliamentarian forces

The New Model soldiers have dismounted and are proceeding on foot.

- 2x veteran forlorn hope (6 veteran models in each unit)
- 2x shot (12 models in each unit)

Colonel Scrope has the 'Brave' officer trait and joins one of the units. All the Parliamentarian units start at one end of the bridge.

Royalist forces

The Royalists are not expecting an attack and are at rest. A guard

The end - the Earl of Holland surrenders to the Parliamentarians. He will come to rue his initiative in a year or so...

has been left on the bridge. All the Royalists have poor morale, so have a higher morale score than normal (remember lower is better in *TPL*).

- Bridge guard – 1x shot (morale 5+) set up behind an improvised barricade (soft cover)
- Townhouse – 1x shot (morale 5+) and 1x pike (raw, morale 5+)
- Inn – 1x forlorn hope (morale 4+) and 1x pike (raw, morale 5+)

The Royalists have two officers, Holland and Buckingham. Holland has the 'Cautious' officer trait while Buckingham has the 'Ineffectual' officer trait. Each will join one of the Royalist units.

The pike units actually consist of men armed with improvised weapons and polearms. As such, they cannot form close order.

Special rules

Who goes there?: The bridge guard cannot activate until an enemy unit is within 12", due to the darkness.

Sleepy heads: None of the Royalist units in the townhouse or inn can activate until either shots are fired or the bridge guard are attacked in close combat. Even then, it requires an attack order for the troops to be made ready for action. The turn after they may activate as normal.

The scenario objectives

The New Model soldiers must capture the Royalist commanders and disperse their troops. They gain one honour for every Royalist unit routed or destroyed and three honour for each leader captured.

The Royalists must survive. They gain one honour for every Parliamentarian unit routed or destroyed and three honour for each leader who is free at the end of the game. Their leaders cannot voluntarily leave the table but can do if a unit routs off board.

CONCLUSION

With the Royalist and Scottish defeat at Preston (1648), Charles I had been defeated for the last time. The second Civil War had lasted for a mere seven months, thanks mostly to the New Model Army. Throughout the conflict, the Parliamentarian army acted in a highly professional fashion, often fighting larger enemy forces. Parliament also had a good communications system in place, which allowed their commanders to respond quickly to threats.

The new parliament was in no mood for clemency and chose to try King Charles I for treason against England. Charles refused to recognize the authority of the court, but nevertheless they found him guilty and signed his death warrant. Charles I was executed on 30 January 1649. A new English republic was declared, the Commonwealth, which lasted until the restoration of Charles II in 1660. **WS&S**

THE BATTLE OF WALCOURT, 25 AUGUST 1689

WELKOM IN VLAANDEREN!

The period immediately following Willem van Oranje's invasion of England in November 1688 was one of great turbulence. The army was a seething hotbed of conflicting loyalties and suspicion. The Dutch understandably saw counter-coup in every shadow. With the intent of neutralizing potential dissent, Willem ordered that a corps of English troops be sent to Flanders to bolster his hard-pressed Dutch army. This would serve multiple purposes. It removed a significant force that could be turned against his bid for the throne, allowed him to trial both commanders and men against a formidable enemy, and finally, it allowed his own loyal Dutch and subsidy troops to consolidate his hold on England by replacing the English regiments sent to the Continent.

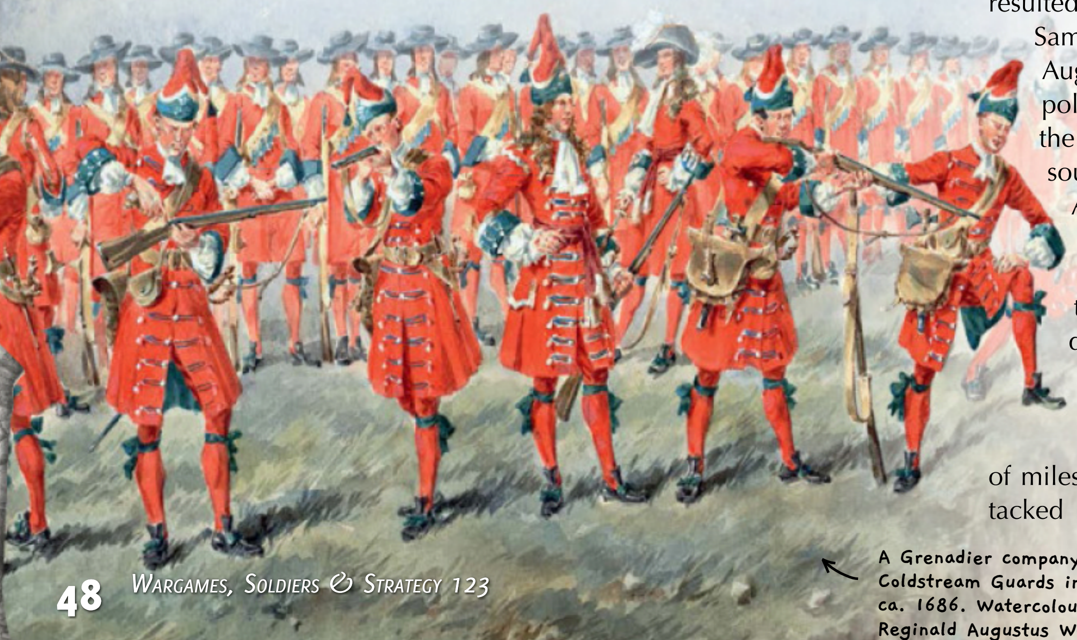
By Barry Hilton

The assembly of this corps, which was to be commanded by John Churchill, highlighted many of the problems besetting the English army in 1689. Low motivation, poor leadership, desertion, and lack of equipment resulted in a raft of problems.

The Dutch were scathing about the condition and discipline of the English troops. Poorly clothed, deeply suspicious of the papist environs and people of the Spanish Netherlands, and woefully poor in fieldcraft, the corps was perceived as a liability on arrival.

The Low Countries were seen by both sides as a secondary theatre in 1689. King Louis' attention was focused on key towns in the Rhineland where he faced imperialist and German troops supported by allied contingents including some Dutch regiments. The field armies in the northern theatre were modest by the standards of the period. Louis de Crévant, Marechal le duc d'Humières, led 24,000 French soldiers in twenty-four battalions and seventy-five squadrons, whilst the Prince of Waldeck commanded 35,000, including the contingent of 8000 'English' under Marlborough. Months of fruitless counter-marching resulted in Waldeck crossing the Sambre river from the north in August at locations where Napoleon did the same but from the south in 1815. Encamped south of Charleroi, the larger Allied army was content to be occupying enemy territory near the small, walled town of Walcourt, less than a day's march from French soil.

On August 25, English foragers operating a couple of miles south of Walcourt were attacked by advancing French units.



A Grenadier company of the Coldstream Guards in action, ca. 1686. Watercolour by Reginald Augustus Wymer.

© The Anne S.K. Brown Military Collection

The English corps arriving in Flanders in 1689 was ridiculed for its ragged and unsoldierly appearance.

Hodges' solitary battalion conducted an exemplary fighting retreat against vastly superior forces for nearly two hours, allowing the main army to be alerted and Marlborough to move up with reinforcements. Walcourt was garrisoned by a battalion and d'Humières ordered it to be taken. This attempt by a detachment of Gardes Françaises was unsuccessful, and the French general committed to a broader attack toward enemy troops on higher ground to the west of the town. And so the battle began.

OBJECTIVES AND GAME LENGTH

The objective for the Grand Alliance army is to capture the low hill at the centre of the French position and take the guns. Achieving this gives the Allies victory. D'Humières must keep the allies behind a line drawn horizontally through the road junction south of Walcourt to claim victory. Any other result based on roughly equal casualties is considered a draw. If one side breaks through adverse morale results but the other has not achieved its geographical objective, this is considered a winning draw. The game lasts twelve turns.

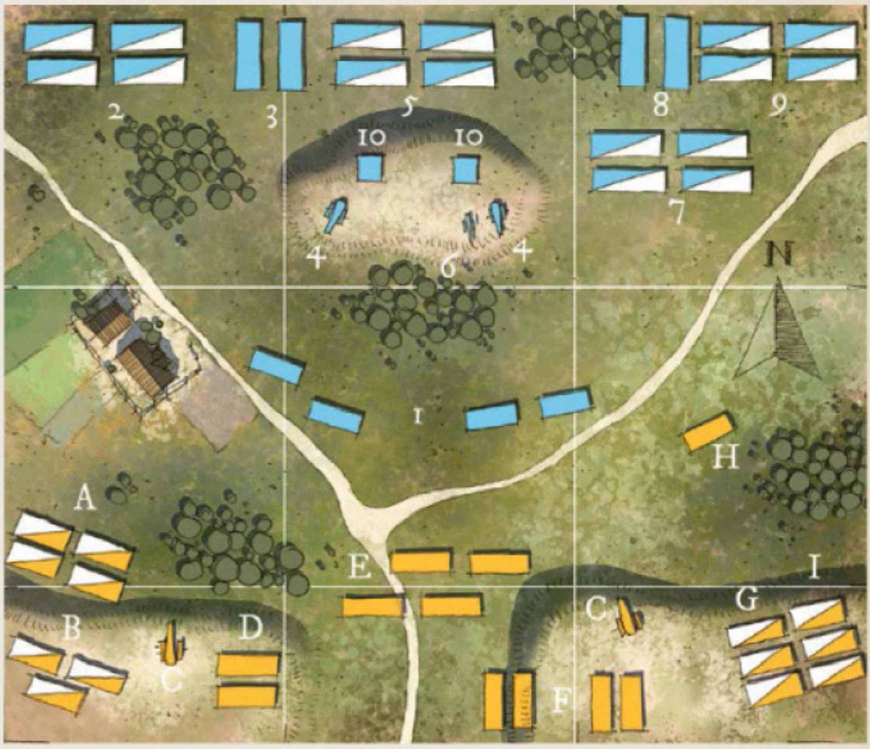
Scenario design notes

The scenario deals with the double counterattack against the tiring French infantry by Slangenburg and Marlborough. Some liberties have been taken with the positioning and brigading of specific units; however, most of the regiments mentioned are known to have been present at the battle.

Special scenario conditions

The small walled farm is a 2B built-up area if using *The War of Three Kings*. It counts as hard cover for other rules. The woods are dense. The higher ground has gentle slopes but allows troops upon it to see over other troops and obstacles with the application of normal line of sight conventions.

If Marlborough or Villars are attached to any units, those will receive +2 on morale check throws and extra dice in close combat. Slangenburg func-



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FRENCH ARMY

1. Brigade Stuppa
2. Brigade of Horse Mestre de Camp
3. Composite Infantry Brigade
4. Field gun
5. Brigade of Horse Orléans
6. Light gun
7. Brigade of Horse Cravattes du Roi
8. Brigade Royal Rousillon
9. Brigade of Dragoons du Roi
10. Ammunition cart

GRAND ALLIANCE ARMY

A. Brigade of English Horse
B. Brigade of Horse Waldeck
C. Field gun
D. Brigade of English Foot
E. Brigade of Foot Bulow
F. Brigade of Foot Amelisweerd
G. Brigade of Horse Nassau Friesland
H. Dragoons
I. Brigade of Horse, Tilly

tions as a normal sub-general under any rule set.

Brigade Stuppa

Brigade Stuppa represents a worn-down composite infantry formation that has amalgamated with the Gardes Françaises battalion originally designated to burn down the gates of Walcourt. It has been gradually giving ground and moving south as the weight of Slangenburg's attack has been brought to bear.

Before the game begins, the French player makes the following three checks for each unit:

Casualties: throw 2 x DAv per battalion. This is the number of models lost in the battle so far. The number will be in the range 4–10.

Order: throw a D2 per battalion. Score 1, the battalion is in good order. Score 2, the battalion is disordered and will need to form to regain good order.

Ammunition: throw a D6 per battalion. Score 1, the battalion is out of ammunition. Score 2, it has one round remaining. Score 3, it has two rounds remaining. Score 4–6, it is fully supplied with powder and ball. The ammunition carts on the low hill

ORDERS OF BATTLE

THE FRENCH UNDER LOUIS DE CRÉVANT MARSHAL D'HUMIÈRES

Brigade of infantry Stuppa + brigadier
1st battalion regiment Stuppa: Regulation, Drilled (? models)

2nd battalion regiment Stuppa: Regulation, Drilled (? models)

3rd battalion regiment Stuppa: Regulation, Raw (? models)

3rd battalion Gardes Françaises: Regulation, flintlock, Veteran–Elite (? models)

Brigade of infantry Royal Rousillon + brigadier
1st battalion regiment Royal Rousillon: Regulation, Drilled (18 models)

2nd battalion regiment Royal Rousillon: Regulation, Drilled (18 models)

Composite brigade of infantry + brigadier
Regiment Vaubecort: Regulation, Raw (18 models)

2nd battalion Gardes Suisses: Regulation, Guard (18 models)

Brigade of horse Mestre de Camp Général + brigadier
Regiment Mestre de Camp Général: Blade, Drilled–Elite (12 models)

Regiment St Aignan: Blade, Drilled–Elite (12 models)

Brigade of horse Orléans + brigadier
Regiment Orléans: Blade, Drilled (12 models)

Regiment Rohan: Blade, Drilled (12 models)

Brigade of horse Cravattes du Roi + brigadier
Regiment Cravattes du Roi: Blade, Drilled (12 models)

Regiment Courtebonne: Bullet, Drilled (12 models)

Brigade of Dragoons du Roi + brigadier
Dragoon du Roi: Dragoons, flintlock, Drilled–Elite (12 models)

Dragoon Dauphin: Dragoons, flintlock, Drilled–Elite (12 models)

Field gun: Drilled
Light gun: Drilled
Light gun: Drilled

THE ARMY OF THE GRAND ALLIANCE UNDER THE PRINCE OF WALDECK

English brigade of horse + brigadier
Oxford's Regiment: Bullet, armour, Drilled (12 models)

King's Lifeguard of horse: Bullet, Drilled–Elite (12 models)

Brigade of horse Waldeck + brigadier
Regiment Waldeck: Bullet, Drilled (6 models)

Regiment Nassau-Zuylenstein: Bullet, Drilled (6 models)

Regiment Obdam: Bullet, Drilled (6 models)

English brigade of foot + brigadier
Scots Guards: Regulation, Veteran–Elite (18 models)

Royal Fusiliers: All musket, flintlock, Drilled (18 models)

Brigade of Foot Bulow (Dutch) + brigadier
Regiment Bulow: All musket, Drilled–Elite (18 models)

Regiment Waldeck: Regulation, Drilled (18 models)

Regiment Aylva: Regulation, Drilled (18 models)

1st battalion Regiment Nassau-Friesland: Regulation, Drilled–Elite (18 models)

Brigade Amelisweerd + brigadier
Regiment Amelisweerd: Regulation, Drilled (18 models)

Regiment van Salm: Regulation, Drilled (18 models)

Regiment van Theil: Regulation, Raw (18 models)

Regiment Weede: Regulation, Drilled (18 models)

Brigade of horse Nassau Friesland + brigadier
Regiment Nassau Friesland: Bullet, Drilled (6 models)

Regiment Nassau Saarbrucken: Bullet, Drilled (6 models)

Regiment Heyden: Bullet, Drilled (6 models)

Brigade of horse Tilly + brigadier
Regiment Tilly: Bullet, Drilled (6 models)

Regiment Montpoullian: Bullet, Drilled (6 models)

Regiment Berlo: Bullet, Drilled (6 models)

Independent command
Dragoons Marwitz: Dragoons, flintlock, Drilled – dismounted (10 models)

Field gun: Drilled
Field gun: Drilled

William III sent his English troops to Flanders to fight the French, avoiding issues during his war with the Jacobites.

can be used to resupply any battalions out of ammunition.

Command ability

D'Humières is rated as a Plodder. Waldeck is rated as Competent.

ADAPTING TO OTHER RULESETS

This scenario is easily adapted to any rulesets by simply using the framework and army list provided.

Black Powder 2

For this rule set, use the *Last Argument of Kings* supplement. The British and allied lists can be found on pages 24-25. The Prince of Waldeck is the army general with a Leadership of 8. John Churchill commands the English and Scots detachment, he should be Leadership 9.

The French lists can be found on page 57. Humières and the French infantry commanders should be Leadership 7. Le Duc de Villars commands the cavalry and should be rated Leadership 8. The Stuppa regiments all start with two stamina, reduced from the original score of three.

Field guns should count as standard smoothbore foot artillery and light artillery as having the range of horse artillery.

CONCLUSION

Despite numerous attacks from 1400 hours onward, the French were unable to make headway against the allies and found themselves the subject of a double counterattack from Slangenburg's Dutch against their left and Marlborough's English against their right. A rout was prevented by the skill of Le Duc de Villars, who led cavalry counterattacks that allowed the tired French infantry to disengage.

The Prince of Waldeck commended Churchill on showing great military aptitude at the battle " ... in spite of his youth" – Churchill was 39. After his very poor performance, the French general Humières was disgraced and soon replaced on the orders of King Louis by de Montmorency-Bouteville who led the French to victory at Fleurus in 1690 and Leuze in 1691 against Waldeck. **WS&S**

English pickets skirmish with French dragoons whilst protecting Hodges's foraging parties south of Walcourt.

A MARLBURIAN SKIRMISH SCENARIO SET IN GERMANY

MARKET DAY AT BAD WIMPFEN

The War of the Spanish Succession had been principally fought in Spain from its the outset, but after a few years the French began to press north into the Low Countries. This forced the hand of John Churchill, 1st Duke of Marlborough, Captain-General of the combined Anglo-Dutch forces. The leaders of the Dutch Republic were unlikely to agree with any risky plans...

By Eoghan Kelly

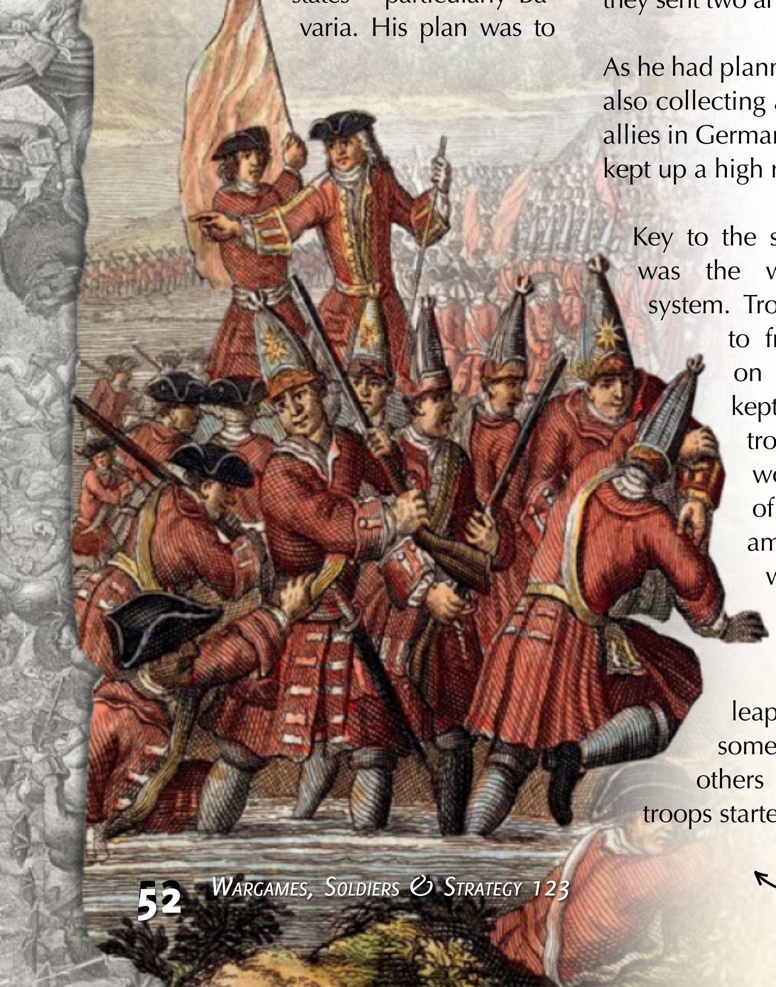
In order to pull pressure away from the various defensive lines in the Low Countries, the Duke planned to take his forces in such a direction as to force the armies of the Sun King to redeploy to their eastern borders to ensure there would be no threat to France or its allies in the German states – particularly Bavaria. His plan was to march eastwards, picking up allied forces from Denmark and allied states from the centre and northern areas of Germany. Once he reached the Rhine, he planned to advance southwards down the river and take the war to France's principal ally Bavaria. Marching south and east, he caught the French off guard, and they sent two armies to pursue him.

As he had planned, Marlborough was also collecting additional forces from allies in Germany, but he nonetheless kept up a high rate of progress.

Key to the speed of his advance was the well-prepared supply system. Troops arrived at camp to fresh bread and food on a daily basis, which kept morale high and the troops healthy. Bakers would be sent ahead of forces carrying huge amounts of bricks and would build ovens and prepare food ahead of advancing troops. This was done in a leapfrogging way, with some going ahead and the others packing up after the troops started marching.

Normal practice was to send small units of troops to guard the commissariat troops, but the latter were also armed even though they were not regular troops. It was common practice for both sides to send light forces out to try to intercept any forces that were sent ahead to find provisions and supplies, as these were vulnerable forces that would normally flee back to their parent armies when they were confronted by enemies.

Armies in this period were markedly different from armies of the previous 100 years. All armies had grenadiers who used hand grenades. The socket bayonet had only been in widespread use for less than a decade, but its invention had consigned the pike to history and the musket became the offensive weapon on the battlefield that the pike had never been. Cavalry were changing too, with less armour and more disciplined formations being used to drive enemy infantry and cavalry back, and even artillery was becoming more mobile with greater standardization of calibres. The rapid rate of change had meant that commanders of the armies had to 'unlearn' how battles and campaigns had been fought in the



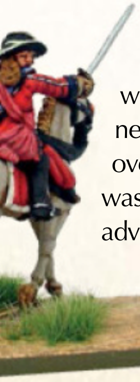
British musketeers and grenadiers push forward across a swamp towards the enemy.

© The Anne S.K. Brown Military Collection

The British secure vital supplies of flour at Bad Wimpfen to feed the approaching Allied army.

past and to develop entirely new ways of thinking at both tactical and strategic levels. Marlborough was the leading example of this new revolutionary way of fighting a war.

Marlborough's rapid advance, maintained by his well-planned and well-managed resupply system, meant the Allied forces crossed the Rhine at Koblenz on 26 May, joining up with Hanoverian and Prussian forces. The increase in army size was not allowed to slow the advance up, and so bakery units were already far ahead of the main army, gathering supplies and provisions and getting bread made for the main forces coming on behind them.



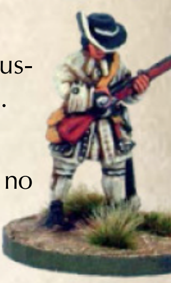
On 28 May 1704, a unit of bakers set up ovens on the edge of Bad Wimpfen, a small town on the West Bank of the River Neckar, north of Heilbronn in the state of Baden. The next day was market day, which would allow them to purchase supplies and bake bread for cavalry scouts who were expected late on the 29th. The next day saw the market busy and the ovens fired up. At around 1300 there was a report of a squadron of cavalry advancing from the south, and the bakers and their escorts rapidly abandoned their work and took up positions covering the approach from the south.

FORCES

Anglo-Dutch

Guards

1 x company of fusiliers: 21st Regiment of Foot (Scots Fusiliers) – 120 men in six platoons. Flintlock muskets. Good morale. Good training.



Bakers (in Wimpfen)

1 x baker/supply unit – 150 men, no formal structure. Good morale. Average training. Mixed small arms – mainly pistols, axes, and knives.

Bakers (at camp outside Wimpfen)

1 x baker/supply unit – 50 men, no formal structure. Good morale. Average training. Mixed small arms – mainly pistols, axes, and knives.

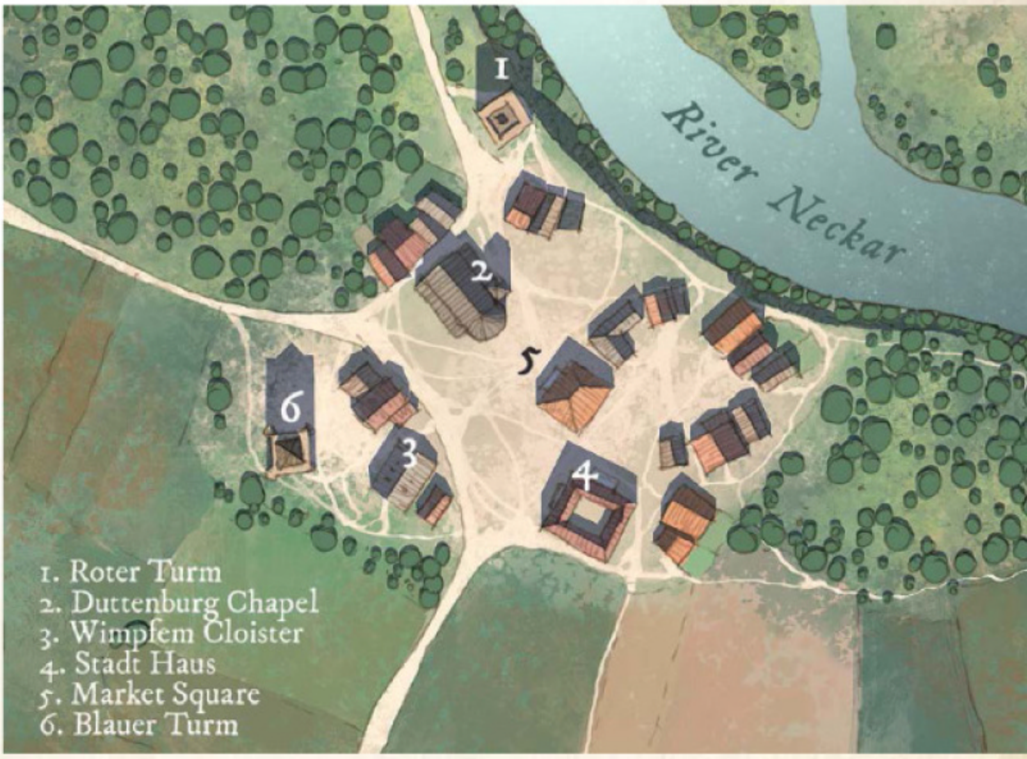
Franco-Bavarian

1 x squadron of dragoons from Regiment de Bourck – 120 dragoons. Flintlock muskets. Good morale. Good training. The squadron can be broken into ten-man units.

It is possible to game this on a 1:1 numerical scale if you have the figures; I would suggest, for aesthetics, that the smallest you reduce numbers is 1:3.

GAMING THE SKIRMISH

The Anglo-Dutch have their ovens, wagons, and horses on the road running northwest at the edge of town. A small unit of the bakers is deployed here guarding the camp. The rest are deployed in the town, taking advantage of the large buildings that dominate it. The Franco-Bavarian forces approach along the river's western bank and dismount to scout out the town.



© Rocío Espín

Barricades are prepared and guarded for the onslaught by the French Dragoons. All photos by Barry Hilton.

The French Dragoons reconnoitre the area around Bad Wimpfen to guarantee a safe passage around the town.

The game will be played over ten turns (adjusted depending on your rule set).

The weather is good, but the fields are wet and cannot be set on fire.

All named buildings are stone or brick; all others are a mix of wood and wattle and daub.

WINNING AND LOSING

The winners will be the side controlling the camp with the ovens and the market square. If both sides control one location each, the battle ends as a draw. The Franco-Bavarians cannot go around the town on horseback as the fields are criss-crossed with fences and drainage ditches, so they must go through the town. If one side's forces are eliminated, the other side automatically wins.

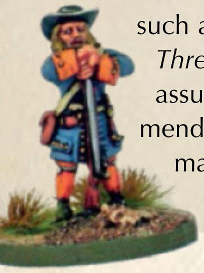
HISTORICAL OUTCOME

The Franco-Bavarian forces rode to the gates of the town and were met by a few shots from the infantry unit. Regrouping, they dismounted and advanced into the town. There they were met with musket fire from two platoons of infantry. Using the cover of street litter, they kept up a return fire and advanced into the town. The infantry retreated to the market square and were reinforced by another two platoons. The firefight was broken up when a force of bakers and labourers attacked the cavalry from the flanks, having previously taken cover in the various buildings lining the streets. The confusion caused by the attack, coupled with the infantry advancing with bayonets fixed, forced the cavalry back towards the main gate. Redirecting their efforts, the Franco-Bavarians split their force in half, with one force attempting to go eastwards around the town whilst the remainder held a skirmish line to keep the infantry occupied.

The circling force was surprised by the remaining platoons of infantry, coupled with a force of bakers who formed up and advanced on the cavalry. This force abandoned its attempt, and as the day drew to a close they remounted their horses and retreated, leaving the bakers to finish their task of feeding the forces coming up to them the next day. **WS&S**

PLAYING THE SCENARIO WITH OTHER RULESETS

For Bad Wimpfen, I would suggest using a rules system specifically aimed at this period of history as other skirmish rules may not work quite so well. With this in mind, *Pikeman's Lament* will serve this battle well. Alternately, a larger set of battle rules such as *Black Powder* or *The War of Three Kings* at a 4 to 1 scale and by assuming unit are half the recommended size in the rulebook, so a 24 man unit would become 12 man with the same stats.



Using Pikeman's Lament

The British forces should consist of:

- 3x Shotte (with Bayonets) – each represents two platoons
- 4x Raw Pike (bakers and labourers) – each represents 50 men.

The Pike units actually consist of men armed with improvised weapons, pistols and axes. As such, they cannot form Close Order. Feel free to mix in baggage and the odd musket or pike into these units, as finding enough models will be a challenge to most gamers!

The French force should consist of:

- 6x Dragoons

The French may trade three dragoon units for three shot (representing dismounted dragoons) and one Dragoon unit for two commanded shot (representing skirmishing dragoons). In contrast to the usual rules on foot, each Dragoon foot unit should consist of six models.

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BRITAIN'S FIRST STANDING ARMIES

RISE OF THE REDCOAT

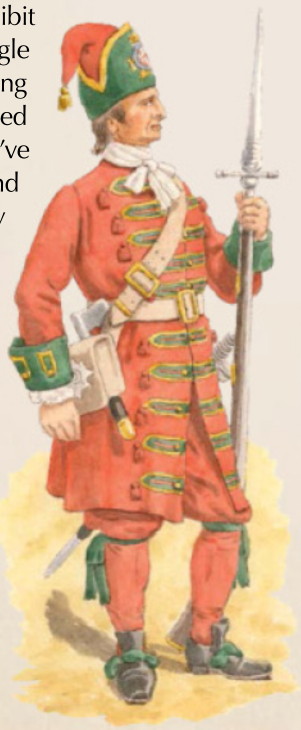
One of the innovations brought about by the Wars of the Three Kingdoms (1639–1653) was the implementation of a standing army. This permanent force started with the New Model Army raised by the English Parliament. While several regiments within later gained the suffix 'Royal', the British Army as a whole never did, probably due to its origin. This is in stark contrast to the two other armed services, the Royal Navy and Royal Air Force.

By Guy Bowers

There are many stories as to why red was chosen for the main uniform. Rome and Sparta are often pointed to, but the most probable and practical reason for the choice of colour was cost. Red cloth was the cheapest to procure for uniforms.

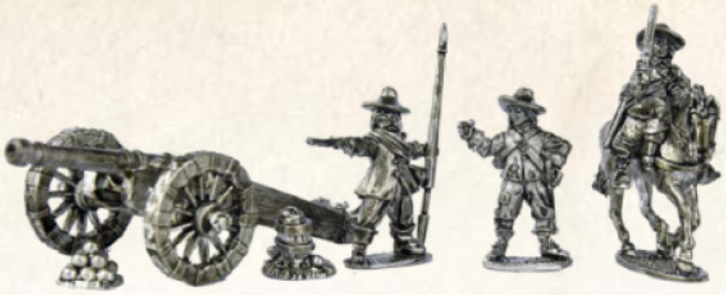
The Protectorate waged the First Anglo-Dutch War (1652–1654, mostly at sea) and the Anglo-Spanish War (1654–1660). After the restoration of Charles II, there was the Second Anglo-Dutch war (1665–1667, again at sea), the War of Devolution (1667–1668), and the Franco-Dutch War (1672–1678, at sea again). James II's reign saw the Monmouth Rebellion (1685) and the Williamite invasion (1688), which led to King William III and the Nine Years' War (1688–1697). Queen Anne's reign saw the War of the Spanish Succession (1701–1714).

What follows is a brief guide to the models available. As usual, space and time prohibit us from covering every single manufacturer, and we are using what has been kindly supplied in time. Where possible, we've asked for infantry, cavalry, and artillery for variety. We classify ranges as follows: Basic (a few random or specialist packs); Standard (has the essentials in infantry and cavalry); Comprehensive (as Standard, but with artillery and commanders); and Complete (nothing seems to be lacking). **WS&S**



This early twentieth-century drawing by Charles Lyall depicts a member of the Coldstream Guards' Grenadier Company, ca. 1670.

© The Anne S.K. Brown Military Collection



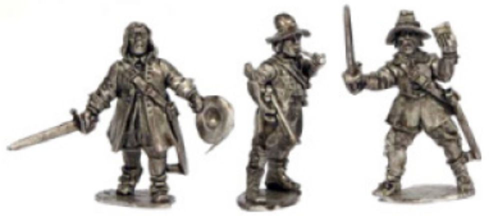
Bicorne 28mm

Range: Complete (ECW)

Size: 29mm 'foot to eye' or 33mm tall; cavalry are 46mm tall

Price: £14.00 for eight infantry or three cavalry

Bicorne Miniatures has a large range of Wars of the Three Kingdoms (ECW) miniatures, which includes pikemen, musketeers, artillery, and cavalry (cuirassiers, dragoons, and gallopers).



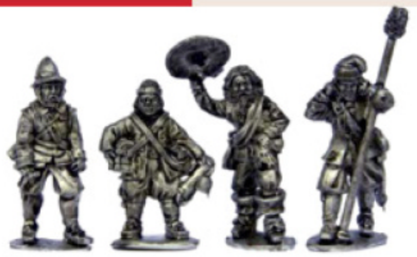
Bloody Miniatures 28mm

Range: Comprehensive (ECW)

Size: 29mm 'foot to eye' or 33mm tall; cavalry are 46mm tall

Price: £8.50 for four infantry

Bloody Miniatures specializes in character miniatures for the Wars of the Three Kingdoms (ECW). They are dynamic and designed for skirmish gaming, rather than acting as rank and file.



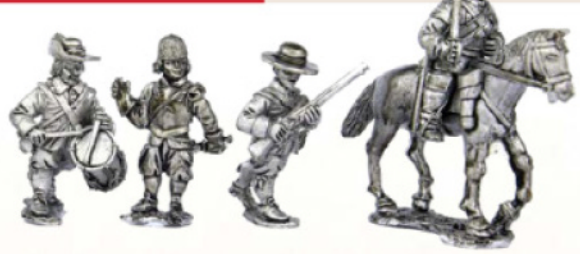
1st Corps 28mm

Range: Comprehensive (ECW and Marlburian)

Size: 25mm 'foot to eye' or 29mm tall; cavalry are 45mm tall

Price: £6.00 for four infantry and £12.00 for three cavalry

1st Corps has a good range of Wars of the Three Kingdoms (ECW) models, available as packs of four (three for cavalry) or in unit packs.



Dixon 25mm

Range: Comprehensive (ECW and Marlburian)

Size: 25mm 'foot to eye' or 29mm tall; cavalry are 44mm tall

Price: £1.65 per foot and £4.40 per cavalry model

Dixon has a large range of Wars of the Three Kingdoms (ECW) models and Marlburian troops available individually or in unit packs. Cavalry riders and mounts are purchased separately.

Empress 28mm

Range: Complete (ECW English)

Size: 29mm 'foot to eye' or 33mm tall; cavalry are 46mm tall

Price: £8.00 for four infantry; £8.50 for two cavalry

Empress's ECW range has over 100 packs, including foot command, assorted musketeers, pikemen, cannons, and several types of cavalry. Height-wise, the figures are on the taller side of 28mm.

Front Rank 28mm

Range: Comprehensive (1685–1700)

Size: 28mm 'foot to eye' or 33mm tall; cavalry are 50mm tall

Price: £1.50 per infantryman; £3.90 per cavalryman and horse

Front Rank, now owned by Gripping Beast, has a range suitable for use with the Monmouth Rebellion 1685, the Irish Wars 1689 to 1691, and the War of the Grand Alliance 1688 to 1697.

Foundry 25mm

Range: Complete (ECW and Marlburian)

Size: 25mm 'foot to eye' or 28mm tall; cavalry are 43mm tall

Price: £12.00 for eight infantry or three cavalry

Foundry has 48 packs in its ECW range and 72 in its Marlburian range. There are a number of vignette packs, such as the surgeon, the blacksmith, civilians, and casualty models.

North Star 1672 28mm

Range: Complete (English, French, and Dutch 1672)

Size: 28mm 'foot to eye' or 31mm tall; cavalry are 44mm tall

Price: £9.90 for six infantry or £12.00 for three cavalry

North Star has an excellent range covering the armies of French king Louis XIV and his enemies. These are suitable for 1665 to 1680, including the War of Devolution and the Dutch Wars.

Old Glory 25mm

Range: Comprehensive (ECW and Marlburian)

Size: 27mm 'foot to eye' or 30mm tall; cavalry are 42mm tall

Price: £32.00 for 30 infantry or ten cavalry

Old Glory has a large selection of English Civil War and Marlburian models, which are compatible with all but the largest ranges. The miniatures are available through Old Glory UK.

Perry Miniatures 28mm

Range: Comprehensive (English and Scots)

Size: 27mm 'foot to eye' or 30mm tall; cavalry are 43mm tall

Price: £7.00 for six infantry, £8.50 for three cavalry

The Perrys have a very good English Civil War range, which includes pikemen, musketeers, artillery, and cavalry (cuirassiers, dragoons, and gallopers).

Reiver 25mm

Range: Complete (ECW Franco Dutch, Augsburg, and Marlburian)

Size: 25mm 'foot to eye' or 29mm tall; cavalry are 44mm tall

Price: £12.00 for ten foot or four mounted models

Reiver Castings has a large range of miniatures covering from the Wars of the Three Kingdoms (ECW) through to the Marlburian period.

Warfare Miniatures 28mm

Range: Complete (ECW, Augsburg, and Marlburian)

Size: 28mm 'foot to eye' or 31mm tall; cavalry are 44mm tall

Price: £8.50 for five infantry or £9.75 for three cavalry

Warfare Miniatures has a good range spanning 1630 to 1720. This includes the Wars of the Three Kingdoms, the Monmouth Rebellion, the League of Augsburg, and the Marlburian period.

Warlord 28mm

Range: Comprehensive (ECW and Marlburian)

Size: 28mm 'foot to eye' or 31mm tall; cavalry are 44mm tall

Price: £6.00 for four models, or £24.00 for a plastic boxed set

Warlord Games has a good range of English Civil War and Marlburian models for the 'Pike and Shotte' era, in both metal and plastic. The ranges include infantry, cavalry, and artillery.

Peter Pig 15mm

Range: Complete (ECW)

Size: 15mm 'foot to eye' or 17mm tall; cavalry are 24mm tall

Price: £4.10 for a pack of eight infantry or four cavalry

Peter Pig has a very large English Civil War range, including pikemen, musketeers, artillery, and cavalry (cuirassiers, dragoons, and gallopers).

Gladiator Games 15mm

Range: Comprehensive (English and Scots)

Size: 16mm 'foot to eye' or 19mm tall; cavalry are 30mm tall

Price: £3.80 for eight foot or £2.85 for three cavalry

Gladiator Games has a good selection of English Civil War miniatures including commanders, pike, musketeers, artillery, and cavalry.

Pendraken 10mm

Range: Complete (ECW, Augsburg, and Marlburian)

Size: 10mm 'foot to eye' or 12mm tall; cavalry are 18mm tall

Price: £6.00 for 30 foot or fifteen cavalry (or three guns)

Pendraken has ranges covering the English Civil War, the League of Augsburg, and the War of Spanish Succession. The range includes useful items such as peasants, gabions, and carts.

Eureka 18mm

Range: Comprehensive (ECW)

Size: 18mm 'foot to eye' or 21mm tall; cavalry are 28mm tall

Price: 70p per model; £1.35 per cavalry model

Eureka has a nice range of English Civil War figures. The range includes pike, musketeers, and cavalry. Available from Eureka Miniatures UK in the United Kingdom.

Old Glory Grand Scale 10mm

Range: Comprehensive (ECW and Marlburian)

Size: 9.5mm 'foot to eye' or 11mm tall; cavalry are 17mm tall

Price: £16.00 for 100 infantry

Grand Scale 10mm by Old Glory UK has ranges covering the English Civil War and the Marlburian period.

Magister Militum 15mm

Range: Comprehensive (English and Scots)

Size: 14mm 'foot to eye' or 16mm tall; cavalry are 23mm tall

Price: £4.20 for a pack of eight infantry or four cavalry

Magister Militum has a good range of English Civil War models, which includes pike-and-musket infantry, cavalry, and artillery.

Baccus ECW

Range: Complete (ECW, Sun King, and Marlburian)

Size: 6mm tall; cavalry are 10mm tall

Price: £8.00 for 96 foot; £9.25 for 45 cavalry; £4.00 for four guns

Baccus has three good ranges covering the ECW, the wars of the Sun King, and the War of Spanish Succession. All the standard options are covered, including dead markers, artillery, and limbers.

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REDCOATS IN RESTORATION BRITAIN

SO WHY AREN'T THEY ALL IN RED COATS?

For some time, the editor has tried unsuccessfully to get another front cover diorama from me. My busy schedule simply has not allowed it, until Guy very cleverly tempted me with something he knew I found fascinating: the early British redcoats, and particularly another chance to paint some models from the wonderful North Star 1672 range.

By Kevin Dallimore

The 1672 range was originally planned and sculpted by Mark Copplestone. Both Mark and Nick Eyre gave me valuable help for this article, and also supplied the figures for free as the proceeds for this are going to charity.

This is the period when John Churchill began his military career, fighting *for* the French in the British army contingent, and when he later became, I think, the greatest British military commander fighting *against* the French as the Duke of Marlborough in the War of Spanish Succession.

For me this is one of the most interesting periods for the British Army, reborn from the turmoil of the Civil Wars and Interregnum and finding its feet again fighting on the side of an unnatural ally, Louis XIV's France, against the Dutch. As a bonus, there are the other overseas adventures of Charles II, the new colonies such as Tangiers and Bombay, which came as the dowry of the king's wife, Catherine of Braganza, in 1661. The magnificence of the period and the outrageousness of the costumes give all the inspiration one could ask for! What's more, the period is one of great change with the rise in Europe of mass, uniformed armies, giving the wargamer lots of opportunities to paint colourful, historical pike and shot units. Tactically better drill, the decline of the pike, and the rise of the bayonet brought new ways of fighting.

COULD IT HAVE TURNED OUT BETTER?

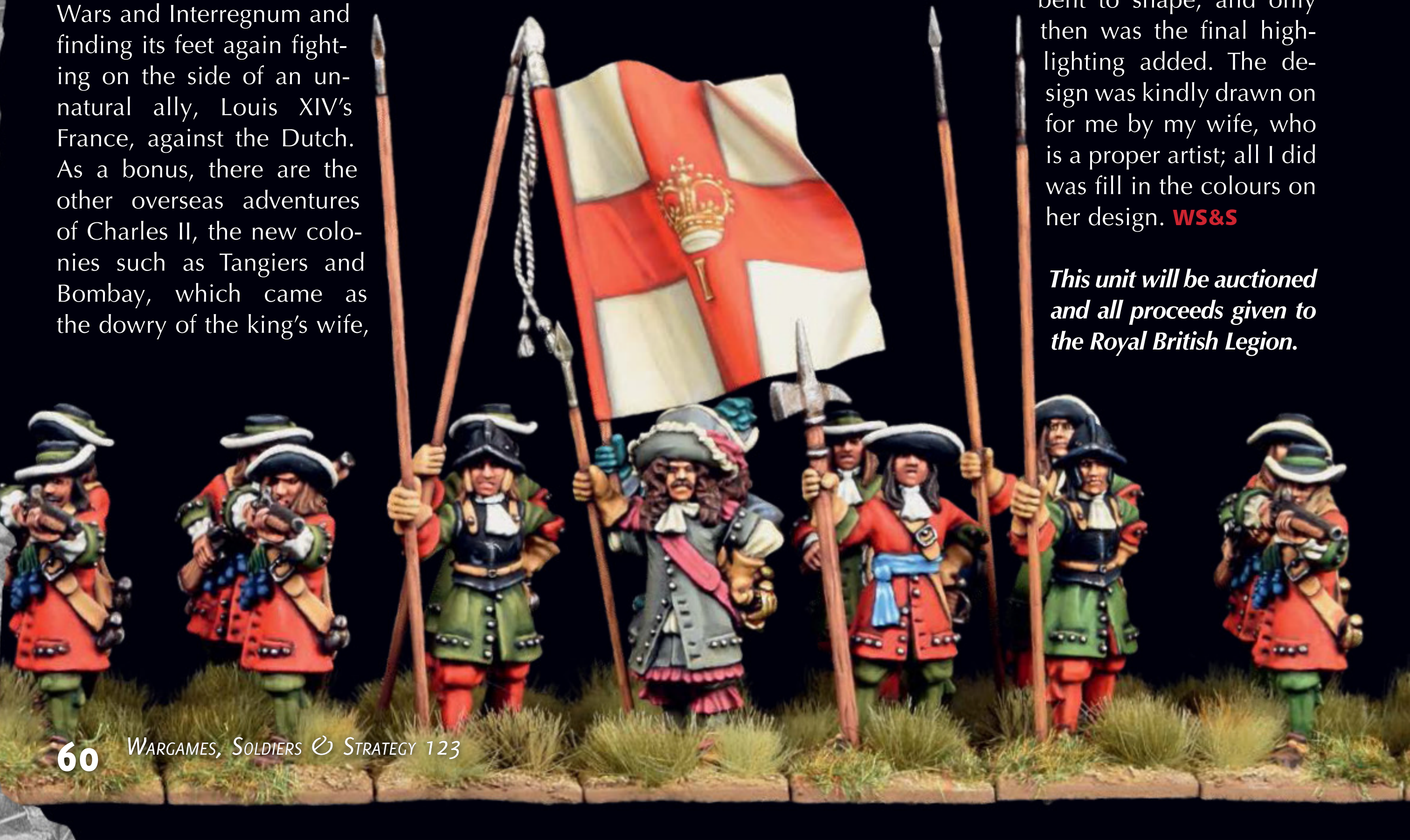
Yes, I should have done more musketeers to complete the unit. As for the colours, I think the green could have been more subtle and perhaps not everybody should have had a five o'clock shadow – and I need a better colour for their proto-beards.

COMPOSITION

The composition of this group has changed from what I originally conceived: at first I thought of it as a diorama, and even as I was painting it still did not occur to me that I had painted far too many men! Once I had painted them all, I set them up in their diorama positions with some 3D-printed scenery in the background and sent a photo off. Guy said he liked what I had done but wasn't convinced about the composition. So we came to a compromise: I would base them as single models as if they were a wargames unit, giving us maximum flexibility for the cover photography. This was fine with me as I am principally a wargames painter and not a diorama man. After all, *WS&S* is a wargames magazine, so why not have a wargames unit on the front cover? It is true, however, that I didn't really paint enough musketeers, and now I have some scenery and a wooden base bought for the purpose waiting for another use.

The flag is mostly painted while it is flat, then carefully bent to shape, and only then was the final highlighting added. The design was kindly drawn on for me by my wife, who is a proper artist; all I did was fill in the colours on her design. **WS&S**

This unit will be auctioned and all proceeds given to the Royal British Legion.



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BER3	Arab/Berber cavalry, litham turbans, swords
BER4	Arab/Berber cavalry, keffiyeh headscarves, rifles
BER5	Arab/Berber cavalry, keffiyeh headscarves, swords
BER6	Berber cavalry, traditional hairstyles, rifles
BER7	Berber cavalry, traditional hairstyles, swords
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Robert Piepenbrink

THE IRREGULAR

A GUIDE TO OLD-SCHOOLERY

The world of miniature wargaming is increasingly the world of franchises. I hadn't realized how pervasive the 'corporate way' had become until a gamer explained he couldn't even consider buying ACW miniatures until he knew what franchise they were from. Such an approach is, I'll grant you, a great time-saver – buy everything in one box – but it's like ready meals or MREs: after a while, people get tired of mass-produced, lowest-common-denominator food. Allow me to point out the alternative: something old-school.

Old-school wargaming is hard to define by its main feature. However, everyone pretty much agrees that Wells, Young, Grant, Featherstone, Morschauser, and Wesencraft were at the heart of it – it's hard to find anything wargames related that one or more of them didn't try.

The originators of wargaming shared a conviction that the whole package – troops, board, and rules – had to serve the pleasure, interests, and resources of each individual wargamer. Think of commercial rules as cookbooks, franchise rules and copyrighted figures as boxed or canned foods, and wargames complete in one box as TV dinners. Those store-bought meals may share ingredients, but they're not home cooking.

"Oldhammer" feels like old school because, like home cooking, it begins by telling some large organization "Thanks, but I prefer it how it used to be," and by using the ingredients the wargamer has to hand, not buying a whole new set of the latest fad.

So how does one go about wargaming from scratch? As in cooking, start with knowing what you're trying to do. The better you define your objective, the less time you'll spend going down blind alleys.

And here's where the cooking analogy doesn't hold. Instead of a varying number of ingredients, every miniature wargame involves exactly four: troops, table, battles, and rules. Quick review here:

Troops – something that serves as a visual representation of soldiers or warriors, vehicles, machines, and (sometimes) civilians, representing at least two sides and pretty much in one scale. We'll skip basing for now, but there does need to be some way of working out how much space these things are taking up.

Table – the board itself, of course, but also the necessary terrain. Unless you enjoy arguments, it needs to be reasonably clear where the terrain penalty for the hill starts and whether the pile of boxes provides cover.

Battles – historical engagements to be replicated, scenarios, or a scenario-generating system.

Rules – which includes any necessary paraphernalia such as dice, cards, measuring devices, and templates.

(In this analogy, random event cards and such are like spices – very much a matter of individual taste.)

Ever hear the old engineer saying "Quick, cheap, good – pick two"? This is something similar. Every decision you make about one of these reduces your options for the others. Choice of battles reduces your options for troops – or choice of troops reduces your options for battles. Choice of battles and troops reduces your options for rules, and the combination of troops, rules, and battles dictates table size.

My advice? Start with the things most important to you, consider the things you can't change, and then see what's left. But remember the Wargaming Hierarchy of Difficulties: it's easier to change rules than to rebase, easier to rebase than to raise fresh armies, and easier to raise fresh armies than to knock out a wall and make a bigger game room. Some of the time, you're fixing a special holiday meal in classic style, and every ingredient is just what your idea of the occasion calls for, even if it means buying everything fresh. But more often, it's "What have I got in the cupboard?" We almost all have a wargaming pantry of some sort – games that never quite played as well as they were supposed to, armies never quite painted or invalidated by the new rules, terrain that doesn't quite blend. Your first priority should probably be what it is. But for your later choices, keep in mind what you already have in stock. A good cook lets nothing go to waste.

How does all this work in practice? Let's run through a few examples.

Let's say your objective as a miniature wargamer is to fight the great battles of the Napoleonic Wars. Stop right now and measure your table – or your game room, to determine how large a table it will accommodate. Grab a quick guide to Napoleonic battles while you're up. Now, take the length of your table and divide it by the frontage of the biggest battle you're not prepared to forego. That's your ground scale. NO WHINING! THERE IS NO WHINING IN MINIATURE WARFARE!! But yes, that ground scale may well mean that battalions would have to be handled with tweezers. (I've seen it done. Just don't.) But now, you've set the boundaries for your rules and troops. Only those combinations of figure size and rules that correspond to your ground scale are acceptable options. It remains for you to decide which figure size best balances visibility against mass effect and which rules represent the best balance between historical accuracy and playability. And if the answer is that you need to write your own rules – well, that's very old school indeed.

Example: *Robert wants to fight the very largest Napoleonic battles. A comparison of frontages at Leipzig and Wagram against table space suggests a ground scale of about 1:10,000. Avoiding those tweezers, he needs to manoeuvre 2mm brigades on 30mm square stands. The 2x2 Napoleonics rules – free for download – will work, much of the terrain will be scratch-built, and Leipzig will fit on a 6' x 7' table. He could use 6mm figures on a 1"x2" stand to represent large battalions or weak regiments. In either case, sufficiently detailed histories provide scenarios.*

Say what holds your attention isn't a particular set of battles, but big, manly 28mm figures in eighteenth-century uniforms. How big a unit do you want? How small are you prepared to put up with? Combine those answers – which give you possible ground scales – with your table size, and now you can see the range of options for battles and rules. Big castings and a small table could mean a small number of toy soldiers represent a battalion, or even a brigade. To others, the solution is a skirmish game with castings representing individual soldiers.

Example: *Robert has large numbers of stray 28mm Napoleonics he bought because they were cheap. He likes 'proper' units of maybe two dozen line infantry with command. All the models are rounded up and formed into a 'Red Army' and a 'Blue Army' with regiments of twenty-four heavy infantry or twelve cavalry, light infantry battalions of twelve, and guns with at least four crew. He'll pull his scenarios from the Grant scenario books – or from some of the smaller historical battles – and has an abundance of possible rules. Given his frontages (240 mm/10" for an infantry battalion) and ranges, he'll need an 8'x6' table, but that's feasible for home games.*

Third try. You've fallen in love with a particular rules set – or you can't get your opponent(s) to consider any other. This means battles have to be at a level and in a period those rules can accommodate. It sets limits on troops, too, but perhaps fewer than you'd think.

Example: *Robert likes* Lion Rampant *and* Dragon Rampant *especially. He goes back to that big pile of 28mm castings and starts sorting everything prior to 1600 and all fantasy into units of twelve or six, sorting them into armies by race or paint job. Battles can be pulled from* One-Hour Wargames*, A. H. Burne's* The Battlefields of England*, or Philip Warner's* British Battlefields. *It's going to need a 4'x6' table, which is feasible, and most of the terrain will be the same as the horse-and-musket armies.*

And no, we're not going to go through the same drill with the table as your number one priority. I've seen some great tables over the past 50+ years, and some poor ones. But I've never, ever heard a wargamer say, "I need to put together a game that takes full advantage of this awesome table!" Tables exist mostly as a constraint, and in many ways that table is best that least restrains the other choices. That said, it's never a bad idea to have as an option a game that can be fought out on a card table, and whose troops, rules, and terrain can fit in a small suitcase. Unexpected things happen, and when they do, you don't want to be starting from scratch. It's also not a bad idea to buy or make a 'gridded' cloth when you find one cheap and you have time. The terrain part of the table is not so much of a constraint as the table dimensions, but it's good to remember that terrain usually costs money and almost always costs storage space. Think how to use what you have for a new project before you add to those expenses.

OK, I lied. Just for fun, let's try to put the table first. Example: Robert has just received word that his favourite opponent has trouble changing the focal point of his vision. He can't play on a board larger than 3'x3', and it may go down to 2'x2'. Time and money are both in short supply. An old *DBA* board will provide a 2'x2' playing surface, or a 3'x3' can be sawn from scrap plywood and grassed. At the next flea market, he buys every microscale casting in sight. A sort reveals sufficient late WWII troops and vehicles for US vs Germans 1944–1945. If he keeps stands big enough to handle and ranges short enough to permit manoeuvre, each base will need to be a platoon, so he's probably defending with battalions and attacking with combat commands or *Kampfgruppen*. It would be best, probably, to write his own short rules. His smallest 15 mm hills and streams will work, and trees can be made with small pom-poms and roofing nails. For scenarios, terrain and objectives can be drawn from *Infantry in Battle* (1939) with nice scaled maps of north-western France and a die roll for forces.

So the next time you go to your game room and see six different versions of Wargame in a Box, or go down to the game shop and find twelve Instant Wargames, remember: with a little thought and effort, you can have exactly what *you* want, and it might even be cheaper. Give it some thought. **WS&S**

HOW TO PAINT WWII GERMAN CAMOUFLAGE IN 28MM

OAK AND SPLINTER

When painting camouflage in 28mm – and even more so in 15mm – we might need to simplify and sometimes even forego some elements of the camouflage. The idea is to ‘fool our eyes’. Representing the main shapes and colours of a camouflage pattern will be enough to clearly identify it on our tiny models.

By Rubén Torregrosa

Rubén Torregrosa has painted many tutorials over the years. For more of his World War II articles, see for instance *WS&S* 87 (Kharkov winter uniforms), *WS&S* 115 (Soviet Amoeba Camouflage), or *WS&S* 72 for how to paint a ‘Paper-Panzer’ using blu-tack for hard-edged camouflage patterns.

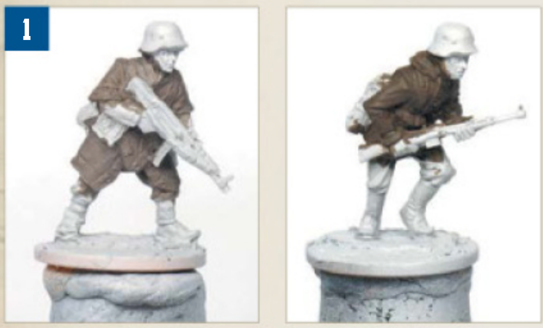
In this tutorial, we will see how to paint two of the more emblematic German camouflages during WWII: oak leaf and splinter. We will paint two late-war Germans from Empress Miniatures in winter garments; all paints are from AMMO by Mig Jimenez. I use a ‘layering method’, creating the shadows and highlights by painting layer after layer. I normally start from the darkest colour (the shade) and apply successive highlights. If you are familiar with the well-known triad system (shade > base > highlight), the layering method follows it but adds two additional intermediate layers: one between shade and base and another one between base and highlight.

These intermediate layers are done by applying both colours 50:50 at the sides to give a smoother transition. Remember to thin the paints down with at least 20% water.

Before you go further, apply a thin layer of grey primer as an undercoat. I like to use grey because all colours cover this neutral primer very easily. **WS&S**

PAINTING THE BASE

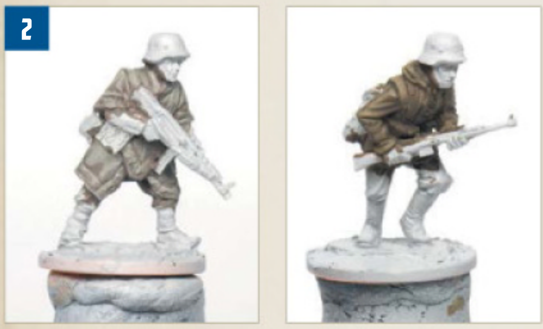
1



In the case of both patterns, start by painting the ‘base’ colour of the camouflage (the colour that occupies the largest area) – in this case, a pale beige or grey. For the splinter camo, we mix Dark Brown (F-533) and Splinter Grey (F-536) in the same proportion and evenly cover the whole surface.

When it comes to the oak leaf, the dominant colour of the camo is beige pink. Create the shade by mixing Dark Brown (F-533) and Matt Earth (F-507) in the same proportion.

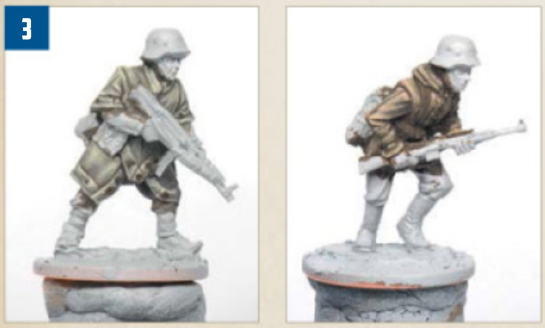
2



Create the next layer of the splinter pattern by adding an extra 25% of Splinter Grey to the previous mix, and apply a general highlight over the poncho, leaving only the darkest tone in the deepest recesses. Then apply the base layer with pure Splinter Grey on the raised parts while reducing the painted area.

When it comes to the oak leaf pattern, apply a lighter tone with pure Matt Earth on all the raised parts. Follow this with a mix of 75% Matt Earth and 25% Beige Pink (F-558), using it on the lightest areas, such as the edge of the clothing or the upper parts such as the shoulders.

3



After this, apply two consecutive highlights. In the case of the splinter camo, the first one is done with a mix of Splinter Grey and Sunny Skintone (F-537) in the same proportion, and the last one by increasing the amount of Sunny Skintone to 75%. With the oak leaf, increase the amount of Beige Pink in the previous mix, first to 50% and then to 75%.

When highlighting, focus on exposed parts, such as extreme wrinkles or, if following a zenithal lighting system, the upper parts of the garment. It is important that all layers are visible at the end; therefore, do not completely cover any previous layer.

PAINTING THE SPLINTER PATTERN

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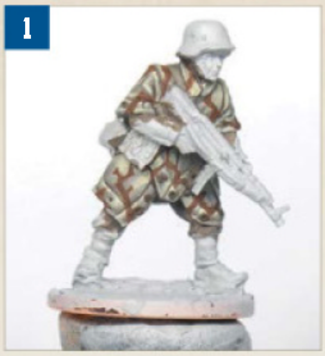

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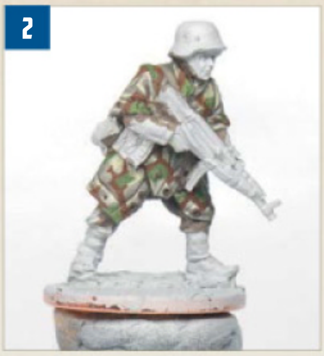

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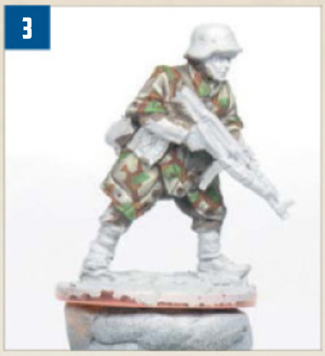

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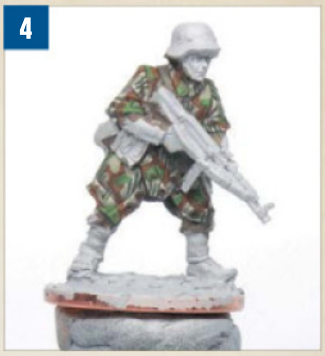
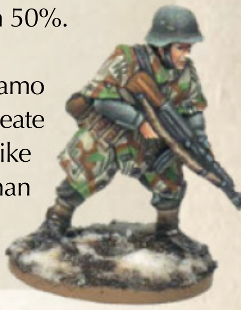


A trick for painting the splinter pattern is to combine multiple isosceles triangles. Paint a first brown triangle near the edge of the garment, then add another in one of the corners of the first triangle, next one in the corner of the second triangle, and so forth.Vary the size and direction of each new triangle. Avoid repeating the same pattern.

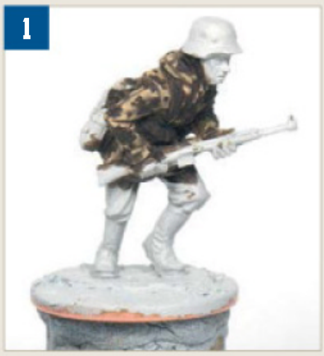
Paint the brown triangles first with Red Brown (F-532), since these occupy the most space. Next, use Olive Green (F-534) to paint the green shapes. These are overall smaller than the brown ones, and are always in contact with or almost surrounded by the brown ones. Keep in mind that the base colour should still remain the most visible colour of the garment. To gain contrast, we can highlight the brown and green spots by mixing Sunny Skintone (F-537) at 25% and then 50%.

Now paint the ‘rain marks’ using Italian Green Camo (F-535) and a 00 brush. Using extra thin paint, create groups of three vertical stripes here and there. I like to paint them in groups, as the result is cleaner than painting stripes everywhere. The stripes are over-exaggerated but help better simulate the camo.



PAINTING THE OAK LEAF PATTERN

1



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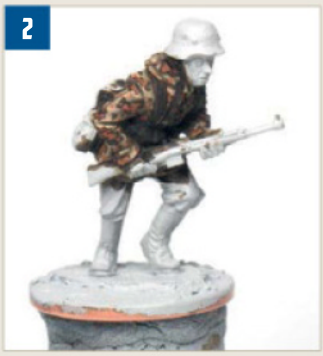

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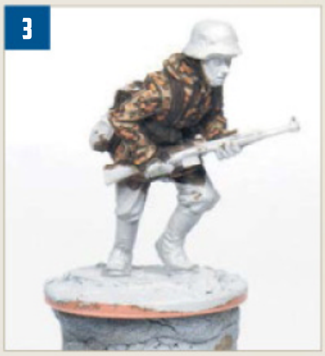

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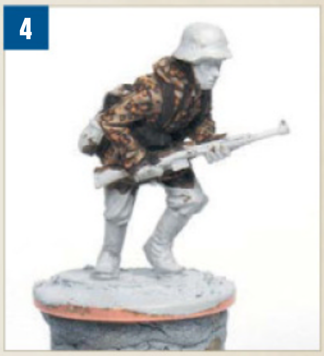
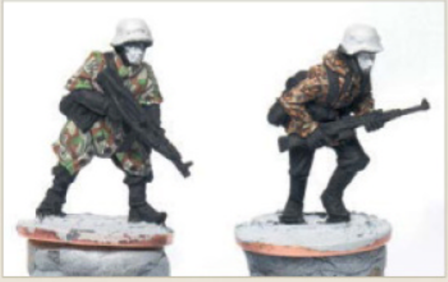


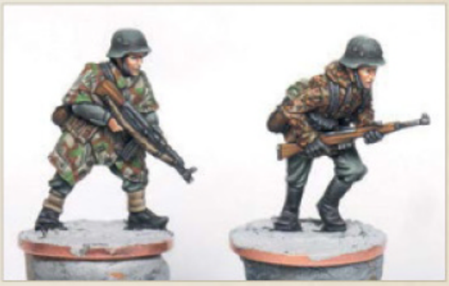
Begin by creating the dark-brown cloud shapes with Dark Brown (F-533) and a number 0 brush. Use the paint thinner than normal, and use the tip of the brush to create the cloud by merging multiple small circles or dots. At the same time, add small dark-brown dots here and there. We will cover around 40% of the garment with the dark-brown spots. Next, we add Brown Orange (F-557) clouds inside the dark ones by painting multiple small dots. Do not fill the entire dark-brown cloud and do not paint the edges – leave a big portion in the dark colour. Add some more orange dots on the beige pink. Optionally, you can highlight the orange spots with Orange Rust (F-559) and a second highlight with 50% of Sunny Skintone (F-537). Finally, use Dark Brown again to paint small dots in the Brown Orange clouds.

BLACK OUTLINING



Once the camouflage is done, I like to paint a thin black (or very dark brown) around each element of the miniature – for example, between the poncho and the trousers and sleeves – using a thin brush and the paint thinner than usual. To save time, for small elements such as the webbing or the gun, I find it easier to paint the whole element in black or dark brown. The idea of this black outlining is to clearly separate each part of the miniature to gain definition and contrast. This will partly compensate for the small size of our miniatures and allow us to easily identify all parts from a distance.

FINISHING THE MODEL



Finish the painting process using your favourite techniques. It is advisable to paint from inside to outside (for example, starting with the skin) so that we do not accidentally spoil another painted area.

ROCKY TERRAIN FOR YOUR JUNGLE GAMES

ON THE ROCKS!

I'm currently in the middle of a big Pacific theatre terrain project, inspired by the promise of the forthcoming Far East supplement by TooFatLardies. I've made fifteen square feet of jungle forest, metres of banana plantations, and dozens of bamboo groves. When I was looking through photographs of the combat in places such as the Solomon Islands, I realized I was missing something – rocky outcrops! How could I make some effective fake rocks?

By Joe Bilton

Some of you may be wondering, why not just use real rocks? The biggest issue is the weight. A few years ago I made the mistake of using real stone and the resulting pieces were too unwieldy. The other concern when using real rocks is that they often don't look the right scale. They invariably look like small stones rather than the full-size rocky outcrops you're trying to model.

To make my new fake-rock outcrops, I used two different approaches. Either works by itself, but as they have different textures, it's good to combine both in the same piece. Both methods – cork bark and plaster casts – produce convincing, durable, and light terrain pieces.

I purchased a box of cork bark pieces from a pet accessory supplier. The texture of the bark immediately evokes that of rock faces and doesn't need much work to make a convincing surface. However, as an organic material, the cork bark is at risk of decay. To reduce the chance of it decomposing, I soaked the bark in diluted bleach to kill any mould and later ensured it was fully sealed with paint and PVA.

The second method I used to make the exposed rock faces for the outcrops was producing plaster casts using a rubber mould. Woodland Scenics sells a range of silicon rock moulds. Whilst you can use Plaster of Paris, I elected to use my old favourite – Polyfilla! I filled each mould, ensuring that the Polyfilla was tapped down and that there were no air pockets. The mould was left on a flat surface and allowed to cure for two days. Don't worry if a piece breaks when you take it out of the mould – you can easily fill gaps when you put the whole outcrop together.

I decided to base the outcrops on a set of MDF terrain bases from Charlie Foxtrot. This company sells a pack of 3 mm MDF bases cut into natural-

THINK BIG

You don't need to use this technique only to create basic outcrops. You can use the same method to model caves and cliffs, or even use some blue foam to model the aperture of a hidden machine gun bunker. Also be sure to check out *WS&S* issue 112 for Tony Harwood's extensive tutorial on building a larger Japanese bunker out of logs.

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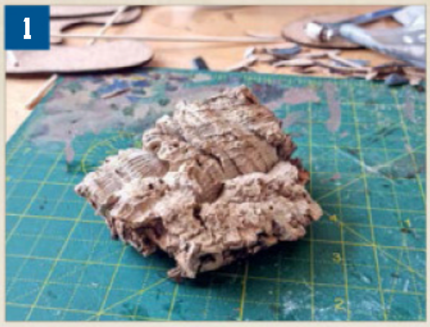
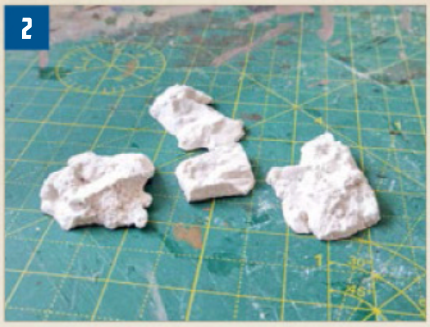


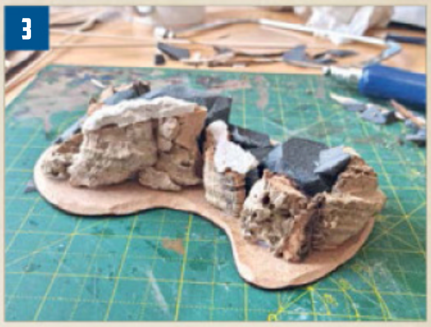
I chose a piece of cork bark, which I scrubbed with an old brush and then soaked in a weak bleach solution. It was allowed to dry fully before the next stage.

2



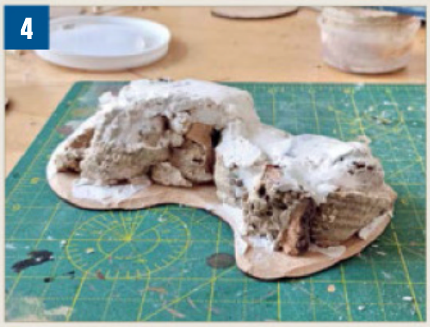
I used a rubber mould to make small strips of 'rock'. I filled the mould with Polyfilla and allowed the pieces to cure for two days before removing them.

3



I hot-glued the bark and casts onto an MDF base, the edge of which had been chamfered. Then I built up the body of the outcrop using old chunks of polystyrene, again hot-glued into place.

4



The next step again involved Polyfilla (I use a lot of Polyfilla in my projects!). Its use was twofold: to cover the polystyrene, giving a better shape to the surface, and to fill any gaps between the pieces, hiding the joins.

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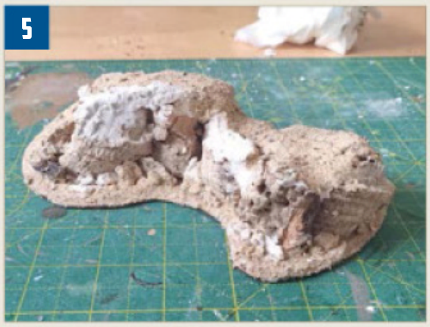

Once the Polyfilla was dry, I applied strong PVA to any areas that weren't going to represent exposed bedrock. This was the top and rear of the outcrop in this instance, as well as the MDF base.

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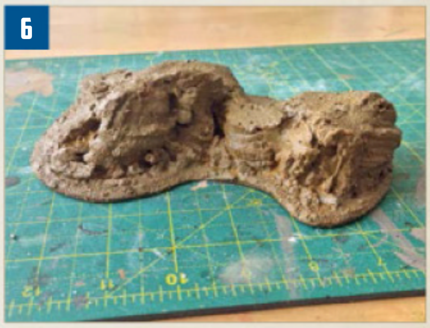
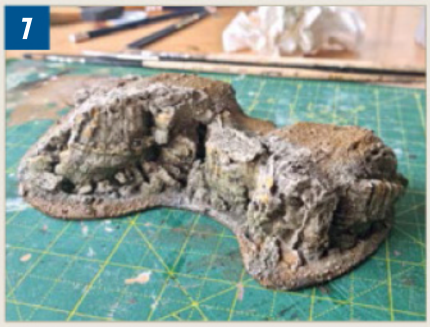


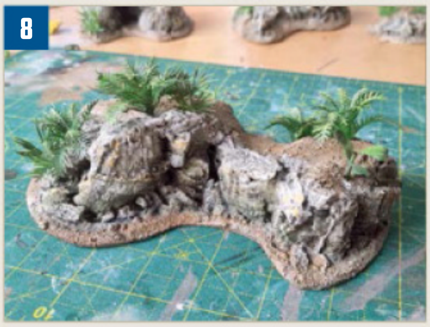
The entire piece was then given a coat of brown household emulsion. Not only is this cheap, but if you buy one designed for kitchens it's quite durable and helps bond everything together.

7



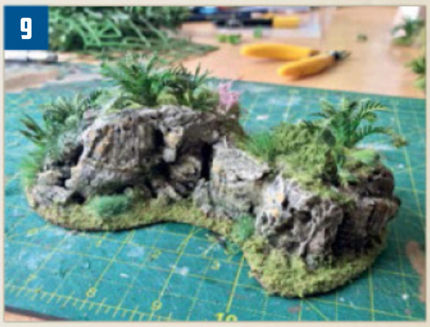
I painted the rock face by first wetbrushing a warm medium-grey acrylic and then building up highlights with drybrushing. I weathered the surface using brown and green washes. The earth areas were given a light tan drybrush.

8



The next stage was to add some jungle plants. I've got a huge selection on hand. Many of them are designed for aquariums. These were sprayed with an olive-green primer first, then drybrushed with a range of green emulsions. I drilled small holes in the outcrops and secured the plants with superglue.

9



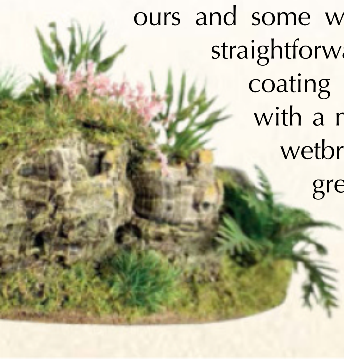
The final stage was to add leaf litter and flock. I applied PVA to the areas directly beneath the plants and sprinkled mixed herbs (marjoram and sage are good ones). I then applied PVA to the other areas of soil and added a mix of green flock and static grass.

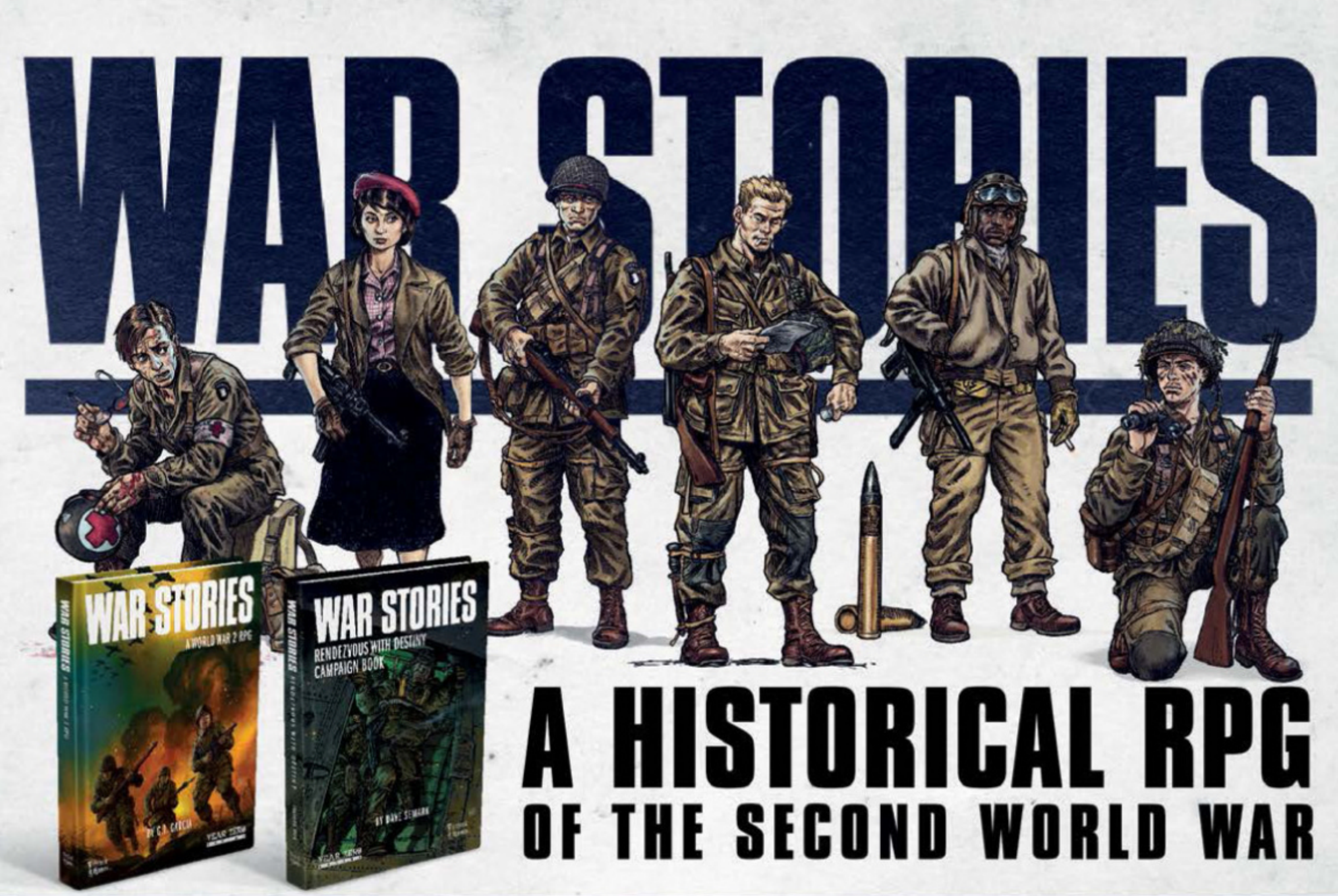
looking shapes – ideal for terrain features such as this. An alternative option would be to use Foamex or foamcore. Whatever your choice, you'll want to chamfer the edge with a craft knife so that the piece better blends with the table.

Painting a realistic rock face may seem daunting, but with the right colours and some washes, it's very straightforward. After basecoating the rock faces with a medium brown, wetbrush a warm grey. There's no need to cover every part of the rock – allow the basecoat to remain in the crevices. Build up the texture of the rock by drybrushing the surface with light beige. When it comes to weathering, I find Agrax Earthshade and Athonian Camoshade from Games Workshop are ideal for creating both streaks and algae/moss. Don't forget to add lichen. Stippling ochre and yellow paints onto the rock surface gives a very convincing finish.

Whilst the outcrops shown here were created for my jungle table, you can use the same method for creating rocky outcrops in any environment. The difference will just be colour palette and vegetation. The easiest to create are desert outcroppings – once the sand is drybrushed they're largely done. With the addition of some scattered flock, these desert rocks will serve as terrain for Sicily or other Mediterranean locations. Or why not make something for Norway with snow made from PVA and Woodland Scenics snow scatter?

The next time you're out for a walk and see some rocks you like, come home and make them in miniature! **WS&S**

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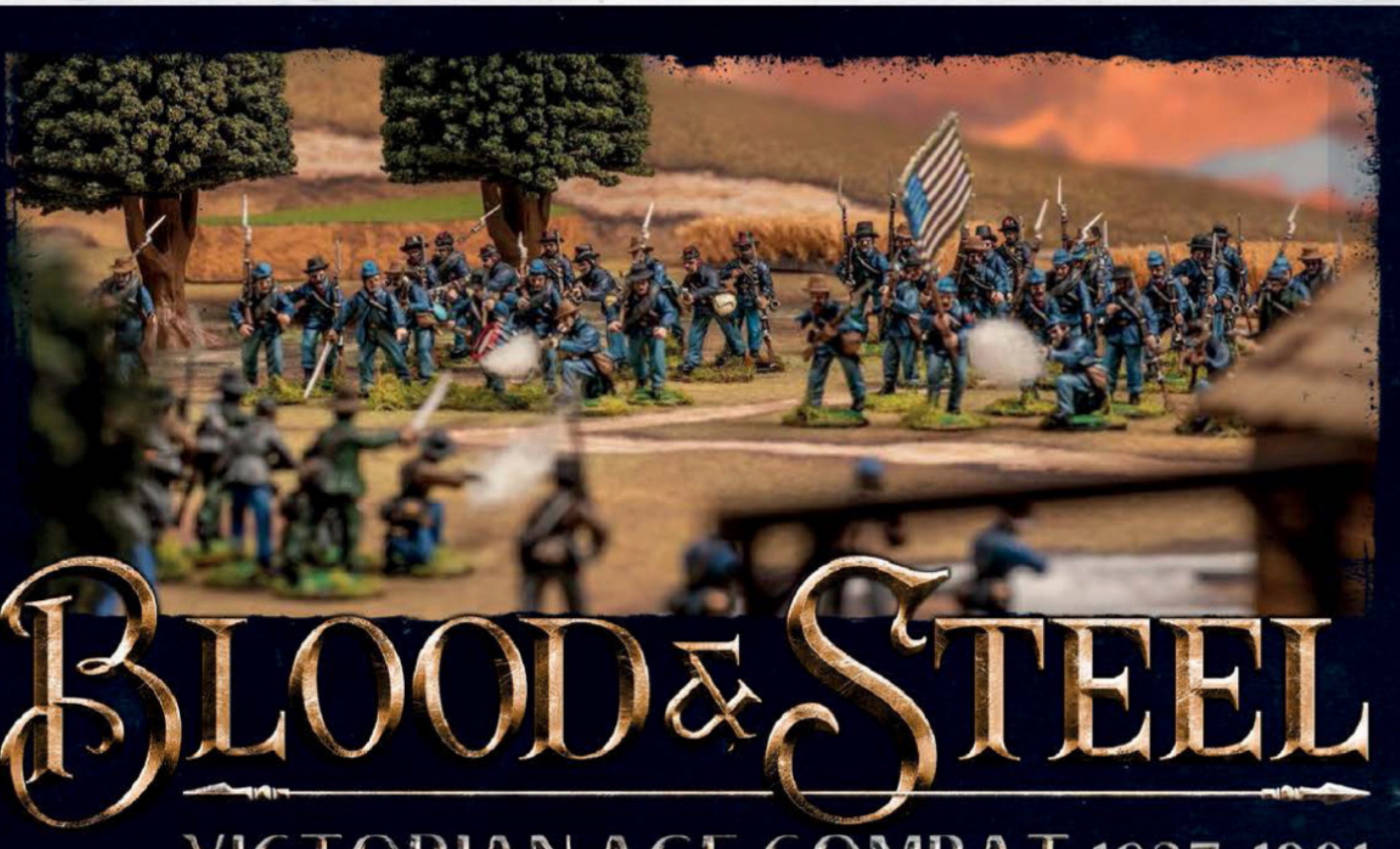
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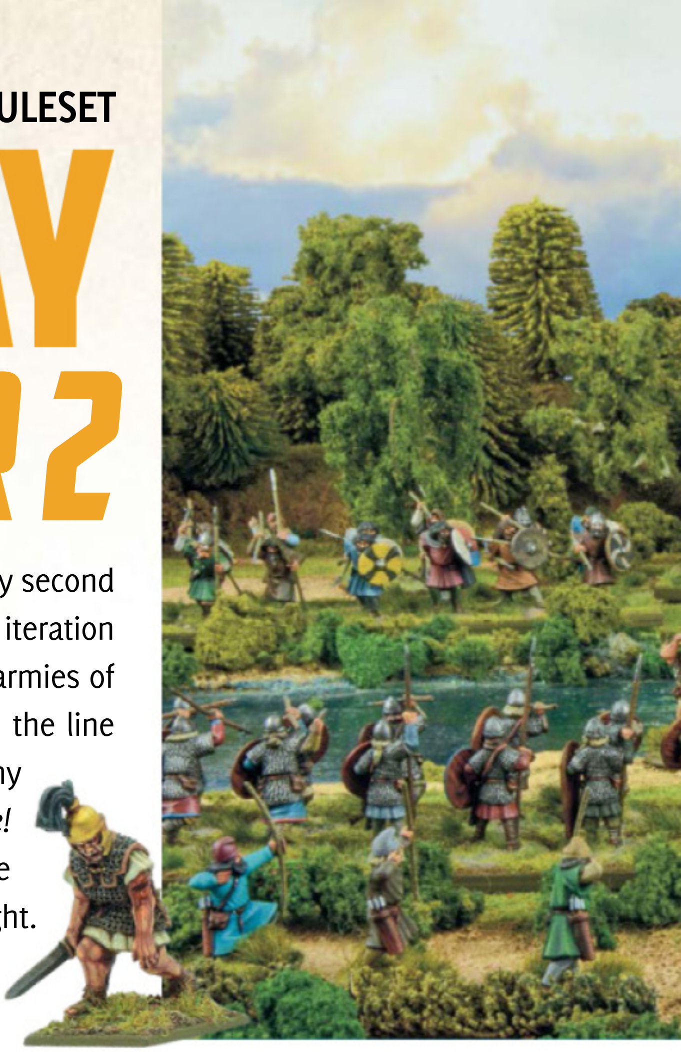
THE NEW EDITION OF A POPULAR ANCIENTS RULESET

LET'S PLAY HAIL CAESAR 2

Warlord Games' flagship ancients game is back with a shiny second edition. Covering some 3000+ years of history, this new iteration puts you into the seat of classical generals, commanding armies of old clashing in pitched battle. Will your commander keep the line steady and win victory, or will the fates sweep your army from the table and the pages of history? *Sit fatum decernere!* Like its elder sibling *Black Powder 2*, it's as much a game of strategy and manoeuvring as it is rolling dice in a fight.



By Adam Gilbert Rossini

The new beautiful hardback book is packed full of gorgeous full-colour photographs of miniatures, maps, and artwork, all of which help the reader to really get the feel for the battles of the era the book covers. The first 50-odd pages are devoted to an overview of the history the Warlord miniature range covers, showing key battles and a brief background on the major events. This section is useful for beginners and makes historical wargaming more accessible for new players. There are 40 pages of additional rules, including expanding the game's scope into the late medieval period and new siege warfare rules. The book has a table of contents and a very useful quick reference section at the back, which makes up for having no index.

Ambush! Celtic warbands launch a ferocious surprise attack against a unsuspecting Roman column.

GAMEPLAY

For those not familiar with the original *Hail Caesar*, units within the armies are organized into 'divisions' under commanders, with one being your general in overall command. A unit can be infantry, skirmishers, or cavalry – although chariots, artillery, and even elephants are present! The basing system is deliberately open to allow gamers to use their old ancients armies without any need to rebase.

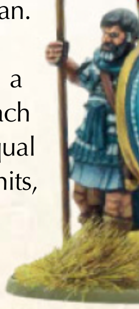
Commanders are crucial to gameplay as they issue orders. The game uses alternate turns, during which players activate their commanders one by one to issue orders, which must be clearly declared. They can be issued to a single unit or multiples, as long as they are part of the same division. Two D6 are rolled: if the roll is over the commander's leadership score, the order fails and that commander can issue no more orders that turn. If the roll succeeds, the order will result in the unit moving once, twice, or three times. The roll is modified for distance, so units that are closer are easier to order. The army general can issue an order to

The Anglo Saxon army attempts to hold the river bank in the face of a Viking assault, led by berserkers.

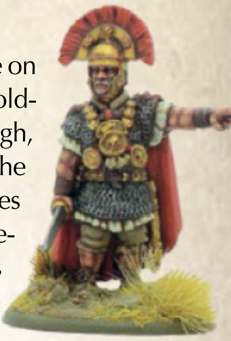
any unit and has the ability to reroll an order test once per turn. Units may also act on their own initiative and make a single move if the enemy is within 12".

Orders are one of the more interesting aspects of *Hail Caesar 2*. It's possible for units to get carried away and end up going way further than intended, leaving then in a vulnerable position. I like this mechanic since it gives the game a nice authentic chaotic battle feel: communication is not always straightforward; sometimes orders are misunderstood. To me it's refreshing to play a system where even simple things can go *very* wrong.

Ranged combat isn't overly powerful in the game; it may soften up the enemy but doesn't typically result in such dramatic shifts as a good charge into combat can do. It is more a supporting element to an army, not the main battleplan.



Melee combat is, thankfully, a fairly straightforward affair. Each unit rolls a number of dice equal to its attack value to see if it hits, and each rolls saves against successful hits. The unit that inflicts the most casualties wins the combat and the loser rolls 2D6 minus the difference on the combat table, typically holding ground if the roll was high, and retreating or breaking if the roll is low. The system makes combats quick and easy to resolve. The unsaved wounds are important, as each unit can only take so many before it becomes shaken and loses combat effectiveness.



Units typically have different attack values, separated into 'Clash' and 'Sustained'. In the first round of combat the combat the 'Clash' value is used, and, if the melee continues, the next round will use the 'Sustained' value. This difference distinguishes units who are much better on the charge than in a sustained fight. Adjacent units can support the units in the melee.

The system does require a reference table, but the QRS section at the back at the book mitigates that.

SO WHAT'S NEW?

While the core rules are for the most part unchanged, the most obvious additions in the new book are the rules for late medieval armies and for sieges.

ADAM'S THOUGHTS

As a student of Warhammer Fantasy, I expected to watch blocks of infantry griding against each other in melee until one inevitably broke or was destroyed outright. I was pleased to find that *Hail Caesar* makes such combats dynamic and interesting. I feel the rules do a great job of capturing the push and pull of ancient and medieval combat.

Chariots rattle past the infantry, in a display of force, ready to loose arrows at the enemy.

Joan d'Arc shouts encouragement as the French army storms through a breach in the English-held castle walls.

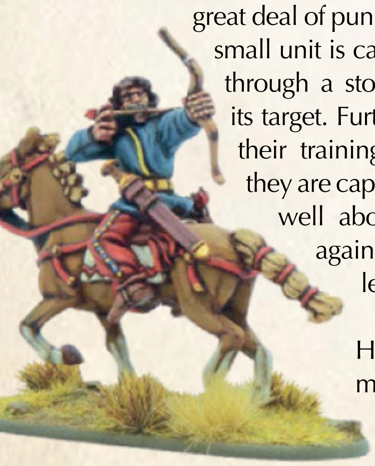
DAVID'S THOUGHTS

Coming as someone from the rules heavy GW world, *Hail Caesar 2* is refreshing. It is just about getting the models on the table and having fun with them, yet there's a lot of tactical elements there too. In the medieval era, the detachment concept becomes evocative of a lord and his retinue taking to the field.

Late Medievals

The original edition of *Hail Caesar* used a cut-off date of around 1250. While arguably there isn't much distinction between a Norman knight and a late Roman cataphract, there is a massive difference between a Norman knight of the thirteenth century and a mounted man-at-arms of the fifteenth or sixteenth century due to the improvements in armour, ranged weapons, and the introduction of gunpowder.

As befits well-trained warriors clad in plate, men-at arms can withstand a great deal of punishment – even a small unit is capable of wading through a storm of arrows to its target. Furthermore, due to their training and weapons, they are capable of punching well above their weight against larger units of levied peasants.



Household formations represent a mixture of polearms and archers, forming a unit combining a capable ranged capacity with a good melee profile. Handguns, cannons, and longbows also get special mention; longbows sport increased range while crossbows and handgonnes have armour penetration.

While pikes are nothing new to *Hail Caesar 2*, there is some difference between those of the classic age and the late medieval period. This new edition has rules to better reflect the polearm-wielding infantry blocks of later medieval armies and their ability to blunt cavalry charges.

Sieges

Sieges have been a part of history ever since somebody built a wall to keep someone out, and the other person REALLY wanted to get in. As with the medieval rules, this is not a comprehensive section of rules covering every aspect, it concerns itself more with the dramatic, pivotal moments of a siege such as scaling ladders, bombarding a wall to rubble, and storming a breach, to name but a few. In this new section you will find rules to better reflect games that take place within these environments. Whether its legionaries storming the fortress of Masada or the fall of Jerusalem (take your pick), you can find something in here to add a bit of variety into your games.

CONCLUSION

In summary, *Hail Caesar 2* is fun & fast to play, and often very dramatic. It is designed for playing with a lot of toys on the table and will handle even the largest battles easily. Our playtest games with large forces took about two hours to complete. The more strategically minded players will have great fun developing manoeuvre tactics, while others will scream "CHARGE" and run their troops up the table. That's the real joy of *Hail Caesar*: players can take whatever army they like and go with it. **WS&S**

HAIL CAESAR

HAIL CAESAR 2

Author: Rick Priestley
Published by: Warlord Games
Format: 238-page hardback
Dice: D6
Activation: Alternative turn
Price: £35.00

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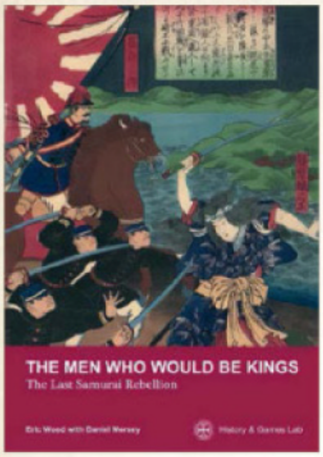
GAME REVIEWS

New and recent wargaming rulesets, reviewed by the *Wargames, Soldiers & Strategy* team.


THE MEN WHO WOULD BE KINGS
The Last Samurai Rebellion
Eric Wood with Daniel Mersey
History & Games Lab

The Last Samurai Rebellion

Supplement to *The Men Who Would Be Kings*

By Eric Wood and Daniel Mersey
(History and Games Lab, 2022)
£16.00

D6, alternate turn

Watching Tom Cruise in The Last Samurai gave all us moviegoers a taste of the Satsuma Rebellion of 1877. While the film had its inaccuracies, it told the story of the traditional warrior class who rebelled against the Japanese government and their modernizing ways. Without the film, this story would perhaps never have been heard of by most of us.

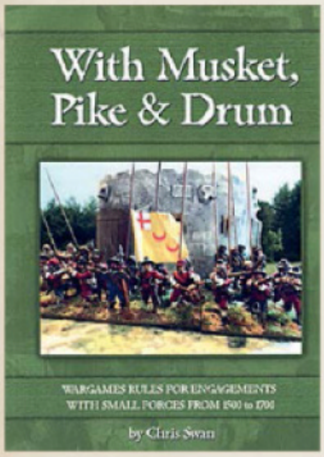
Truth is stranger than fiction, and this is particularly true here. The *Last Samurai Rebellion* book starts by explaining the real story, which is explored in some detail. Readers will get a good overview of the events, and this leads directly into the gaming section of the book. Next, there is a good guide to the uniforms of both sides and model availability.

Instead of adapting the units straight from *The Men Who Would Be Kings* (*TMWWBK*), the author uses these as a base for creating units specifically for the rebellion, often using an anglicized version of their Japanese names. As you'd expect, the imperial faction has primarily rifle musket-armed troops of varying quality (from the excellent *Konoe Shidan* Imperial Guard to the humble *chindaihei* conscript), while the rebels have a variety including volunteers, samurai, and *onna-bugeisha* (armed female samurai). Each unit has a number of upgrades that can be chosen to add flavour – the rebel 'traditional' forces can benefit from weapons such as the naginata and feudal armour.

Several characters from the rebellion (and their stats in game terms) are covered, as are specific officer traits for both sides. The rulebook is rounded off with six good scenarios showing different aspects of the rebellion, from its start (the attack on the Shinpuren barracks) to the last stand of the samurai at Shiroyama. You will need a copy of the main *TMWWBK* rulebook to play.

I must say I really liked this book and the concept behind it – it provides a good historical background and some excellent gaming content. I do however wish it had covered the Boshin War (how the imperial faction overcame the Shogunate), but I guess it would have been twice as thick – the book is 108 pages as it stands. Maybe I'll be lucky to see another book written for *TMWWBK* on that subject. Even if Victorian-era Samurai aren't your thing, this is a good read. Recommended.

– David Davies


With Musket, Pike & Drum
WARGAMES RULES FOR ENGAGEMENTS WITH SMALL FORCES FROM 1500 to 1700
by Chris Swan

With Musket, Pike & Drum

Wargames rules for engagements with small forces from 1500 to 1700

By Chris Swan
(Partizan Press, 2022)
£19.95

D6, Card activation

This is the period that introduced me to miniature wargaming nearly 40 years ago, and it has always been a period I have loved, so I was excited at the prospect of reading a new set of rules to see how gaming this period has evolved (mainly as I have always measured rules sets against the excellent *Tercio* rules from the mid '80s).

The rules have an interesting take, aiming at relatively small unit actions; however, it is possible to scale up the forces fielded. They are written for 28mm but can easily be adapted to other scales. Distances are given in paces, with a pace in 28mm being an inch and for 15mm a centimetre (I still find it a bit strange that so many rules sets mix metric and imperial measurements). You will need D10 dice, a deck of cards, and a measuring tape.

Armies have a captain as a commander, and captains have traits – these can be good or bad, but even the bad ones have advantages in certain situations. The captain commands a number of units – the rules suggest five – and these units represent warbands, bands, detachments, and so on, or are vehicles. In the main, units will only contain a single type of fighter; however, there are some units that can contain mixed troop types – mixed pike and shot is one example. Units have a cohesion value that is attrited through combat: after a certain number of hits, a unit will downgrade in quality and eventually will lose its ability to fight.

All units will also have:

- order dice, which are a unit's ability (or inability) to obey orders;
- combat dice, for shooting or melee – some units will have both dice;
- defence dice – a unit will have two of these: one versus missile and one versus melee

Phase Line Core Book

A *Black Powder Red Earth* expansion set

By Design Team Ember
(Echelon Software, 2022)
$34.99

D10, Alternate unit activation

Black Powder Red Earth (*BPRE*) is set in a fictitious failed state sometime in the future, where superpowers battle over resources. The game is based on a series of comic books and a computer game of the same name. In it, Crisis Team Scorch battles the fanatical Aayari Network and its Hongbin mercenaries. The original game was reviewed in *WS&S* 120, so readers may want to refresh themselves with my original write-up.

Ultramodern warfare can be troublesome and a bit too real for comfort for most, so by placing the game in a 'what if?' setting, *BPRE* is much like a video game or action movie and just as harmless. This is cinematic modern wargaming at its best.

In the original *BPRE*, gameplay is designed to be rapid, reflecting the kinetic nature of the special ops taking place on the board. Each turn consists of just three phases: direct fire, manoeuvre, and finishing. The system utilizes D10 and most things in the game are resolved by rolling two D10s, applying any appropriate modifiers. The original game could easily be completed in 30 minutes.

Phase Line takes the *BPRE* rules, expands them for larger forces, and doubles the play area of the original, taking the skirmish concept and turning it into a small battle game. As before, there's a set of random cards to determine your 'battlespace' (the game board) and an objective (the NAI – named area of interest), which the attackers have to capture at all costs. To win, the defenders have to prevent the attackers achieving their objective. As with the original, both sides can call down 'fires' to attempt to disrupt the enemy forces – these need to be played at the right time for maximum effect.

There are new rules for multi-storey buildings, close-quarter battle (CQB), and heavy weapons (grenade launchers and heavy machine guns). Crisis Team Scorch gains three new types of soldier to supplement the team: the Recce Raider (armed for CQB), the Assault Grenadier (armed with a 40 mm grenade launcher), and the Automatic Rifleman Heavy (armed with a light machine gun). The Aayari Network has the Muhtasib Sapper (a CQB specialist), the Hongbin Grenadier (with grenade launcher), and the Shurta PKM Gunner and Assistant (armed with a machine gun – the assistant increases the rate of fire). All

---

- a cohesion value (as previously mentioned);
- specific traits, which are skills or abilities that will lend a unique or different quality to units. These may be characteristics or psychological features such as aggressive, greedy, etc or physical traits such as carrying grenades or armed with lances and so on.

Orders are issued as units are activated. A deck of cards is made up of one card per unit in each army (allocated to a specific unit) and two jokers. The cards are turned over to randomly activate the units – the jokers play a clever role in this, but that is a surprise for players to learn as they play for the first time. Units that have yet to activate have a chance to do so in response to other units' activities – being charged or shot at, for example.

In all of this, the D10 is used to generate responses and determine how units behave. I'm not normally a big fan of the D10 as the number spread can allow a bit too much variance, but the actual outcomes in this system are well thought through and give some interesting results. There are a lot of tables to cover most events and situations, which are very helpful and seem to have been given enough thought to make sure players don't encounter any problems.

The rules are comprehensive and cover the usual – movement, terrain, weather, buildings, etc. There is a very clever post-battle recovery section to allow players to build mini campaigns, and then there are period-specific rules, for example combined pike and shot units, tercios, pikes, grenades, mercenaries (loyalties etc), plug bayonets, and much, much more. There are finally a lot of sample armies, broken into sections that group them with historical armies they would have been in conflict with during that period.

To my personal joy, this is a set of rules that explicitly recognizes dragoons as mounted infantry and not true cavalry.

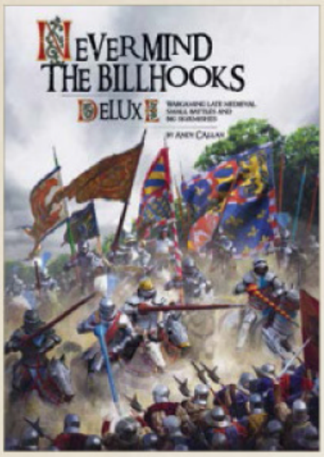
I think this is a really clever set of rules that both enables players to have quick games and also allows bigger games to take place. I would have liked some more examples that had illustrations rather than just a narrative about an example of combat. However, this is a tiny complaint in what is a rather excellent set of rules. I highly recommend this, both for experienced gamers of the period and for those looking for a new, colourful period of gaming.

– Eoghan Kelly

the heavy weapons are limited, so players can't take armies of them! Finally there are new 'fires', 'intervention', and 'atmosphere' cards to be added to the original decks.

Even with the new rules and units, the game still plays fast and pretty bloody. More models do mean the game takes a little more time, but even then our games have been pretty rapid. If you want a cinematic and fast-play modern wargame, look no further than *BPRE*. I'm looking forward to see what will be next – vehicle rules maybe?

– Rossco Watkins



Never Mind the Billhooks Deluxe

By Andy Callan
(Wargames Illustrated Limited, 2022)
£25.00 (print) or £20.00 (PDF)

D6, Card activation

The new deluxe version of what was a pamphlet is now increased to 180 pages and expands the rules to cover Western European Christendom from the Hundred Years' War to the end of the Italian Wars (roughly 1350 to 1525).

The book is a nice A4 paperback printed on glossy paper, packed with rules and nice photographs. I am not going to wax lyrical about the rules. If you played, read, or saw the original you are probably familiar with them.

The rules are designed for armies of about 100 figures per side and a 6x4 table. Having said that, I played *NMTBHD* on a 4x4 in my wargames bunker and it seems to work fine. While you can play a large battle such as Towton with these rules, they are designed for small battles or large skirmish games. The rules include everything you will need except the table, figures, and dice to have a game. Cavalry are in units of eight and infantry units of twelve. Two infantry units can combine, so archers can mix with billmen. The archers go at the front until the unit charges, at which point the billmen take their place and the archers move to the back. There are rules for skirmishers and artillery too. Unit quality can be veteran, regular, or levy.

A quick summary: there is a manoeuvre phase, which allows each side to move one unit at a time until one side chooses to shoot or charge. From then on, units are card activated. There is a card for per leader per side, a skirmisher and artillery card for each side, and two bonus cards, which can lead to random events. When a leader card is drawn it can be used to activate a leader, who can then activate a number of units, depending on their skill. Levy units need to be joined by a leader to push them into attacking. Once in combat, a leader cannot issue further orders – he is busy fighting! Skirmishers and artillery go on their own card, unless prematurely activated by a leader.

Movement is clever, with any unit moving more than 45 degrees on a turn taking a 'disarray' token. Missile and melee combat use the good old D6 'to hit' and 'save' mechanism. If hit, knights will save on a 3+, while unarmoured units save on a 6+. Archery is deadly from the good old longbow; sadly the ammunition supply is limited so it's the old "weaken them up and charge home", meaning it's the billmen and heavy infantry who will be involved in the mass melee. Cavalry and skirmishers are useful too in these battles, but don't charge pikes frontally – it won't end well. In addition, knights may only charge or counter-charge twice in a battle, so use them wisely!

The core ruleset covers the Wars of the Roses and is covered in the main rules. Expansions cover other theatres of war in the period; each tweaks the main rules to give a period flavour and some snippets in tactics:

The Hundred Years' War – covers English, French and Free Company armies. Rules are included for dismounted knights and mounted archers. Two scenarios for the period are included.

The Hussite Wars – covers Hussite and Crusader armies. Rules are included for war wagons and how troops interact with them. A period scenario is provided.

The Swiss–Burgundian Wars – covers the Swiss Confederation and Burgundian Ordonnance. The rules include the Swiss system and an in period scenario is provided.

The Italian Wars – covers the Spanish and Italian states. Some detail is given to the various qualities of the troops involved in this conflict. An in period scenario is provided.

Anglo-Scottish Border Reivers – covers the English and Scottish reavers. In period guidelines are provided (such as no knights on the borders). A two part raid scenario is provided.

Lusitania – covers the Portuguese factions in their civil wars – which makes for interesting reading. Troop guidelines and a scenario is provided in this section.

Hibernia – covers the struggle for Ireland with the Anglo-Irish and native forces. Guidelines for the various troops and a period scenario is provided.

The book is finished off with a section on painting and kitbashing written by Richard Lloyd. It includes model conversion, making markers and basing. Most useful!

In conclusion, Billhooks is probably going to be my 'go to' set of medieval rules now. It is fun to play and gives an enjoyable game without too many 'what the hell?' moments. It now includes many more conflicts and tactics and is a very good read as well as a ruleset. If you have any interest in the period covered by this ruleset, go and buy it – you'll be glad you did.

– Ian Beal

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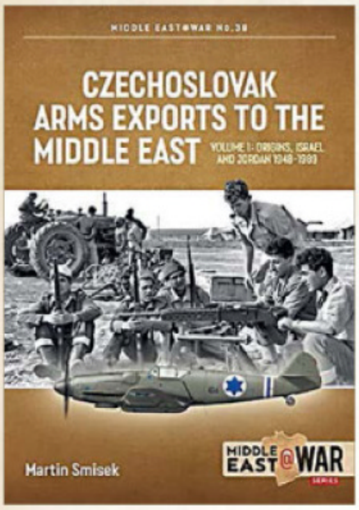
BOOK REVIEWS

A roundup of recent books on wargaming, or of special interest to the wargamer.


MIDDLE EAST@WAR NO.38
CZECHOSLOVAK ARMS EXPORTS TO THE MIDDLE EAST
VOLUME 1: ORIGINS, ISRAEL AND JORDAN 1948-1999
Martin Smisek
MIDDLE EAST@WAR SERIES

Czechoslovak Arms Exports to the Middle East, Volume 1

By Martin Smisek
ISBN: 978-1914377198
(Helion and Company, 2021) - £12.51

One rarely thinks of the logistics involved in warfare, including how the hardware gets to the combatants. Arms merchants tend to be controversial, yet successful and flexible businessmen. *Czechoslovak Arms Exports to the Middle East, Volume 1* is about such an organization selling to all sides in the Middle East. It describes the negation, sale, and transportation of weapons, and the intrigue around the arms traffic to the Middle East in the late 1940s.

The first half of the book acts as the series introduction, covering the start of Czechoslovakian arms production in the latter part of World War II and into the post-war period into the 1970s. Weapon deals were part of more general trade deals, not always what the buyers wanted but were offered at inflated prices. Czechoslovakia became the vendor of last resort that allowed for getting around arms embargos.

For the reader interested in arms deals during the Israeli War of Independence, the book does not disappoint, as the section goes into great detail. These deals included ammunition, bombs, and radio equipment coming through the air bridge to Israel. The book helps explain how Jewish soldiers ended up using refurbished Nazi weapons.

While not a great deal is offered on the specific use of the weapons, the reader will learn enough about when they were used, and in what condition the aircraft were, so you can design scenarios around the use of the S-199 and other aircraft. Planes were delivered armed and ready to conduct bombing missions when even newly sold B-17s flew to Egypt, bombed their targets, and then landed in Israel. The Czech even offered to train and equip a brigade of politically motivated soldiers in Czechoslovakia!

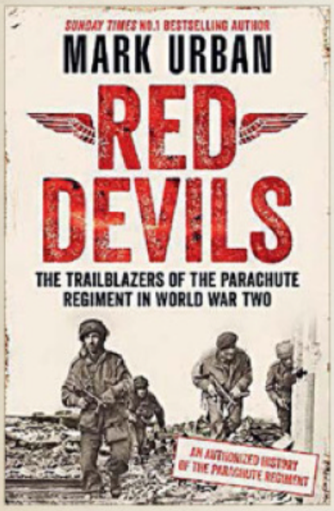
The politics of arming a non-Communist country, hard currency or not, became strained, and in the end the Czech found, after the Soviet Union intervened, that they needed to take their business elsewhere. This section offers gamers a look at the supply situation in the Israeli military and the possibilities of 'what-ifs'. After reading this I think a game of Osprey's *Black Ops* is in order.

The book also covers arm shipments to Jordan in the 1950s and '70s. The Czech were willing to sell almost anything in this period, including tanks (Hetzers), artillery, and machine guns, just as long as it was in the army's existing inventory.

This Middle East @ War series title has black-and-white images, maps, and four pages of coloured plates.

Gamers should look to a game design in the future where the player attempts to become a successful arms dealer. If you are interested in Middle East military history or that of the immediate post-war period, this is a good book to have on your shelf.

– Jon Yuengling


SUNDAY TIMES NO.1 BESTSELLING AUTHOR
MARK URBAN
RED DEVILS
THE TRAILBLAZERS OF THE PARACHUTE REGIMENT IN WORLD WAR TWO
AN AUTHORIZED HISTORY OF THE PARACHUTE REGIMENT

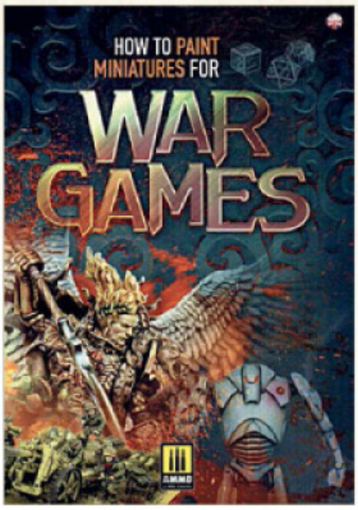
Red Devils:
The Trailblazers of the Parachute Regiment in World War Two

By Mark Urban
ISBN: 978-0241558171
(Penguin, 2023) - £13.00

As wargamers we are interested in the actions of regiments and formations on the battlefield, allowing our games to throw a spotlight on a particular moment of intense action. These shape our view of the regiment or formation, and we ascribe characteristics to them based on just a few such moments. This is especially true for what we often label 'elite' units because they wear a badge of distinction, have an association with a moment of glory, or claim some other attribute that sets them apart from everyone else.

A more accurate assessment of unit performance might be obtained by placing the action in the context of the unit's own development timeline, assessing battlefield behaviour on the day in context of the longer narrative. "Red Devils" by BBC diplomatic editor and wargamer Mark Urban allows us to do just that. The story of the early years of the parachute regiment is placed into perspective alongside the personal career journeys of those who wore the red beret during WWII. It is a story of operational highs and lows, starting of course with Bruneval and taking the reader through key campaigns in Africa, Italy, D-Day, and NW Europe, each campaign being insightfully described.

Given the size and scope of the subject matter, a spotlight approach is adopted, focusing on a few key themes and individuals whose stories sit at the heart of the unit story. Urban uses the experiences of these individuals – yes, including John Frost – to understand the dynamics of a regiment at war, ex-



How to paint miniatures for Wargames

By Ruben Torregorsa
ISBN: 978-8417846701
(AMMO by Mig Jiménez, 2022) - £37.70

This review was a hard one for me to resist, a book written by one of my favourite artists, Ruben Torregrosa, who regularly makes up the front cover dioramas for Wargames, Soldiers and Strategy. As the title suggests, this book is about painting miniatures specifically for wargaming.

I'm going to be honest; I can't paint like Ruben can, I'm nowhere near his professional standard. So, when I first looked at the book, I thought this will be another pretty book to look at but covering the author's preferred technique style of painting which I can't hope to match. I could not have been more wrong. Instead, the author covers in the first section of the book each of the major painting techniques with their pros and cons. If a gamer is painting an army, they will not want to use the same technique to paint a character model as they will rank and file. Painting at different scales is discussed too.

Firstly, the book starts by discussing preparing the miniature for painting, with cleaning up, filing and undercoating. Metal, resin and plastic is covered, as each will have their own challenges. Next the author discusses colour theory at some detail the different techniques - here you will find block colour, drybrushing, basecoat wash & highlight, enamel washes, the triad system, wet blending and layering. Each technique is discussed in reference to the speed of the technique versus the skill required. He then goes on to cover weathering effects and (a particular bane of mine) basing. So, there is something for everyone here, from the novice (that's me!) to the veteran.

The second half of the book looks at putting these techniques into practice. Here, we have several well-known names in the hobby giving their own personal approaches to painting miniatures. With names like Ruben himself, Giuseppe Chiafele, David Imrie, George Hatzopoulos, Iván Sanz and Omar Olabi, the reader is spoilt for choice. Each author discusses their own techniques, I liked David Imrie's fast painting method for the American Civil War. This is just as useful, as it covers painting 15mm and 28mm. There is also a wide choice of subject from fantasy and historical through to science fiction. Painting specific sections of the models, such as faces, armour and horses, is also covered in the book.

My only criticism is that all the colours in the book are Mig AMMO, but there again given the publisher, this is no surprise. Nor is it any big handicap, Mig does a fine range of paints but should you have other paints in your collection, it should be easy enough to work out what the equivalent in other ranges are (or you can buy the Mig ones!).

It may sound corny, but there really is something for everyone in this book. Recommended.

– Guy Bowers

ploring mindset, leadership, doctrine, and discipline as well as recounting the challenges of command and stories of battle. Each campaign receives a specific analysis, but for me the book shone an especially interesting light on the performance of the regiment at Arnhem, allowing us to understand how high numbers of replacements, changes and relationships in the officer cadre, reputations around morale and discipline, and, above all else, an intense and universal bitterness at being excluded from the D-Day operation all combine, giving insight into what happened over those fateful few days in the Netherlands.

The exclusion from Operation Overlord had a profound impact on veterans of Africa and Italy who had anticipated, expected, and felt they deserved to lead the way into France. I found the impact of changed leadership on units during the pre D-Day period to be most interesting, allowing for comparisons to be made between the 6th Airborne Division, who dropped into Normandy, and the 1st Airborne Division, who did not. My fascination was especially triggered by the description of Major-General Roy Urquhart's relationship with 1st Airborne, with "the soldiers despising him as an outsider and he concluding that they really weren't as good as they thought they were".

Those with an Arnhem-centric view of the parachute regiment might feel that the seventeen chapters of pre-Arnhem story get in the way of the main event, but by investing in those early chapters you will realize that what happens at Arnhem is informed entirely by the events that came before. As you might expect, Johnny Frost and the exploits of his 2nd Battalion feature large, and an extensive notes section towards the back of the book enables you to go deeper into any the chapters without slowing up progress through the main text and confirms the good sources that the author has accessed.

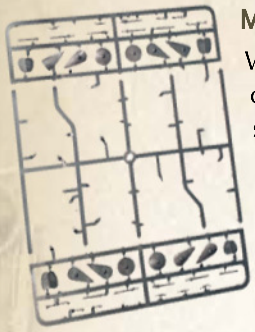
The book is interspersed with photos, many of which readers will have seen before and which are well chosen to support the text. It is let down only by the maps, which most wargamers familiar with the operations described will find rather basic. I was hooked from the moment I picked it up.

– Nick Skinner

PARTING SHOTS

The last hurrah – with tips, tricks and laughs for every wargamer

MAKE ROOM, MAKE ROOM!



With the new year comes the annual spring clean. Like a lot of us I'm sure, I collect far too many wargaming-related 'bits' that I really should dispose of. Plastic sprue frames are probably the worst thing for taking up space. I really should chuck them, but then there's that voice in the back of my mind: "What if there is something useful you are about to throw away?"

I've now started downsizing my sprue collection by clipping off the unnecessary parts. Once the main parts are gone, there's a lot of empty wasted space between the sprues. You can also recycle the sprues, by turning them either into scenery (girders, bricks, etc) or into 'sprue goo' for modelling projects, or just throw them away.

A note on sprue goo – this can be easily made by adding polystyrene cement or acetone with bits of sprue into an airtight container, ideally made of ceramics or glass. I use old Tamiya paint glass bottles. Once mixed, it can be used to fill gaps in models or for crude press moulds. Be warned, it stinks! So use it in a well-ventilated area and keep the spare 'goo' under close wraps.

Another excellent idea for cleaning up sprues is to get a DIY compartment storage organizer box. Then you can stick all the spare parts into the different compartments. If the lid is see-through, you can label each compartment on the outside of the lid, so you immediately know which hole stores which spare parts.

– James Oram

SAVE SPACE USING COLOUR

Here's another idea for saving sprue bits. As storage space is at a premium for so many of us, why not paint colour-coded dots onto the paired elements of multipart sprues if you need to store them off-sprue in resealable bags or in a DIY storage box. That way, you can always reunite them! I do it on the joins, e.g. shoulder joins for arm pairs. For the older *Bolt Action* kits, I glue the weapon into the right hand and then store them.

– Chris King

ALWAYS TAKE NOTES!

With a large army project, it's always good to write a note or take a photo during each stage of the painting process. When you come back to expand upon the units a year later, you can much more easily replicate the original look by following the instructions and pictures you made originally.

– Chris King

Do you have modeling tips or wargaming ideas you'd like to see featured in Parting Shots? Send them to: editor@wssmagazine.com

REALISTIC WALLS

Every wargamer uses walls somewhere on their tables, and with very little effort it's possible to create very realistic and effective looking pieces. This approach will work for resin, 3D-printed, embossed plastic or textured Polyfilla – as long as there's a noticeable recess between the bricks.

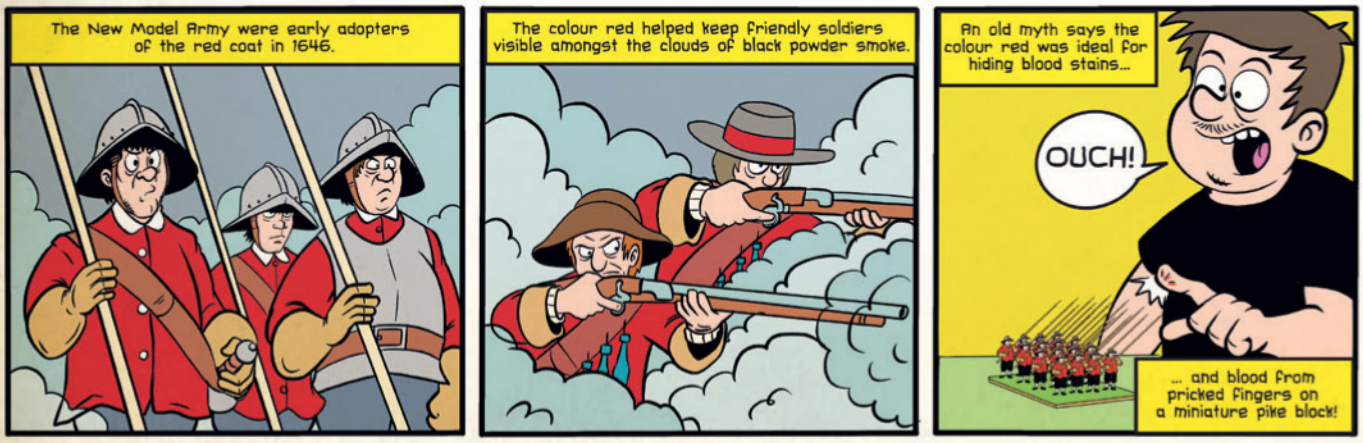
Start by priming the wall in the main base colour. Then stipple on other base colours for variation. You can paint individual bricks or stones, or roughly apply patches of colour. Once it's dry apply a Flory clay wash over everything, and remove the excess once dry.

So far, so good. The next stage will really elevate the piece. Take a little Polyfilla, add a few drops of water and a few drops of tan/sand acrylic paint. Mix well so you have a thick, gloopy buff paste. Use an old brush to stipple it over the wall, allowing some areas to be missed (this produces convincing areas of missing mortar). Whilst still wet, use an old cloth to wipe it away. The 'mortar' mix will remain in the recesses and the bricks themselves will be lightened. Once this is dry, stipple ochre on top to represent lichen and use green and brown washes to age the base of the wall.

– Joe Bilton

Dicing With Dai

by Steve Beckett


The New Model Army were early adopters of the red coat in 1646.
The colour red helped keep friendly soldiers visible amongst the clouds of black powder smoke.
An old myth says the colour red was ideal for hiding blood stains...
OUCH!
... and blood from pricked fingers on a miniature pike block!

New SAGA Rulebook (2022 Edition)

OUT NOW

SAGA
Rulebook
2022
Studio Tomahawk

This new edition features the fixes, updates and clarifications that have been previously presented in the FAQs since 2018. Some passages have been rewritten to make them easier for new players to understand BUT the rules themselves do not fundamentally change. See our website for the full details at GrippingBeast.com

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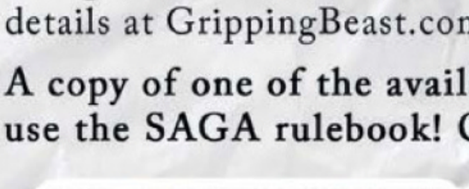
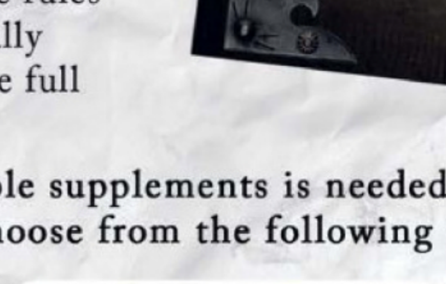


AGE OF VIKINGS



AGE OF CRUSADES

AGE OF MAGIC

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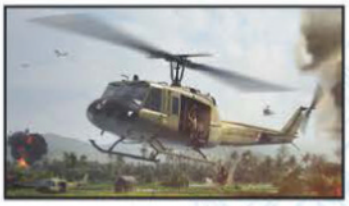
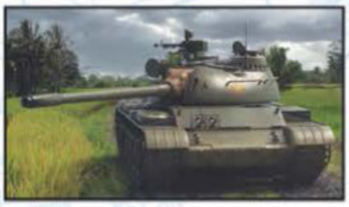
NEW RELEASES



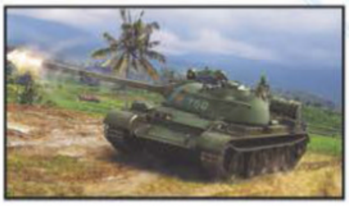
280119 **Bell UH-1D / UH-1H "Huey"**

Option to build a UH-1D or UH-1H with full interior, open or closed side doors, and clear window parts. Build options include troop & cargo transport, MEDEVAC with cabin weapons or external armament subsystems. Comes with 2 US pilots & 2 gunners. "Tilt & Swivel" support (without base or stand) included.



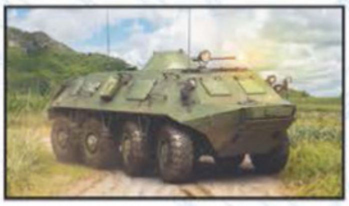
280120 **T-54-2 / T-54-3 / T-54A / T-54B Main Battle Tank**

Option to build a T-54-2, T-54-3, T-54-A, or T-54B MBT. T-54B has early, mid, and late production choices. All hatches can be open or closed, driver hatch has an armoured windshield option. All round detailed OMSh track links with 12.7mm DShK HMG. Soviet crew with post-WW2 or Cold War head gear included.



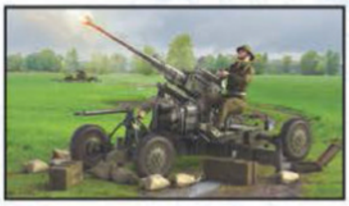
280121 **T-55 & T-55A (early production) Main Battle Tank**

Option to build a T-55 or a T-55A (early production) MBT. All hatches can be open or closed, driver hatch has an armoured windshield option. All round detailed RMSh track links. Soviet crew with post-WW2 or Cold War head gear included.



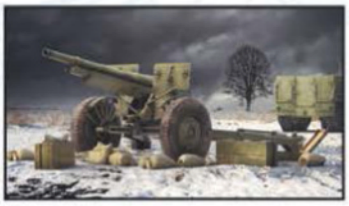
280122 **BTR-60PA / 60PB Armoured Personnel Carrier**

Option to build a BTR-60PA or BTR-60PB APC. Most hatches can be assembled open or closed. Detailed wheel suspension with rubber wheels. Soviet crew with PKB machine gun included.



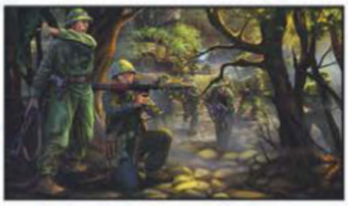
280123 **QF 40mm Bofors Automatic Gun L/60 Mk I / Mk III**

Option to build a Mk I or Mk III gun in transport or deployed mode. Gun can elevate up and down. Gun platform can rotate left and right, outrigger can swing open or closed. Extra ammo and spare gun barrel with 4 British gun crew included.



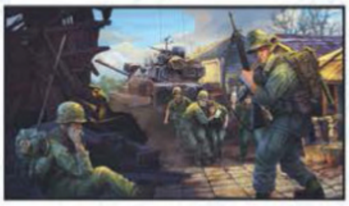
280127 **M2A3 75mm Field Gun with Crew**

Can be assembled in transport or deployed mode. Gun can elevate up and down. Gun trail can swing open or closed. Extra ammo and stowage with 3 US gun crew included.



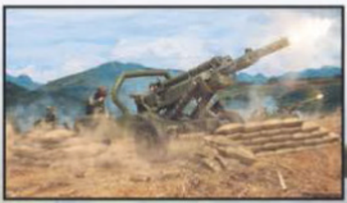
281003 **PAVN (NVA) with Command**

30 PAVN (NVA) per box. Option to build a command squad including flag bearer and bugler. Contains different webbings and pouches with PRC-10 radio set. Weapons include Type 56 assault rifles, SKS carbines, RPG-7, M1911A1 pistol, and RPD machine gun.



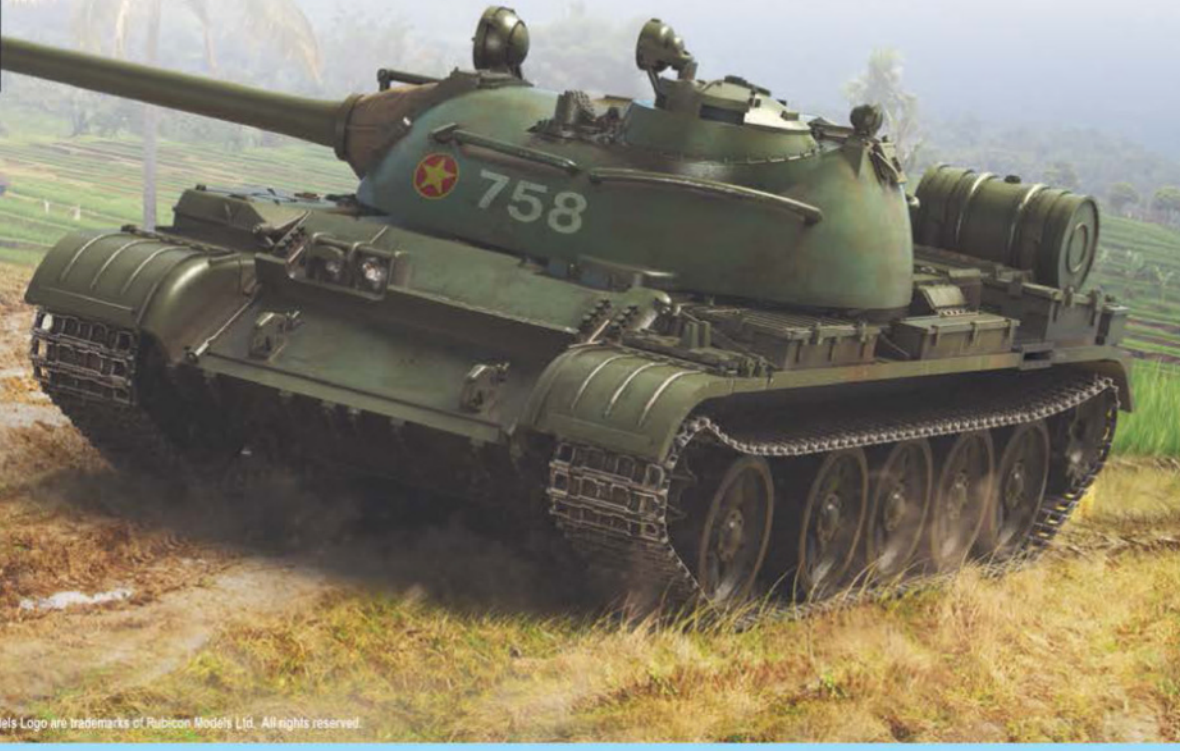
281004 **US Army**

30 US Army per box. Includes multiple Caucasian and African head options, different webbings and pouches with PRC-25 radio set. Weapons include M16 rifles, M203 & M79 grenade launchers, and M72 LAW.



280126 **M102 105mm Light Howitzer**

Can be assembled in transport or deployed mode. Comes with 4 US gun crew, extra ammo, spent shells, ammo crates and canisters.



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